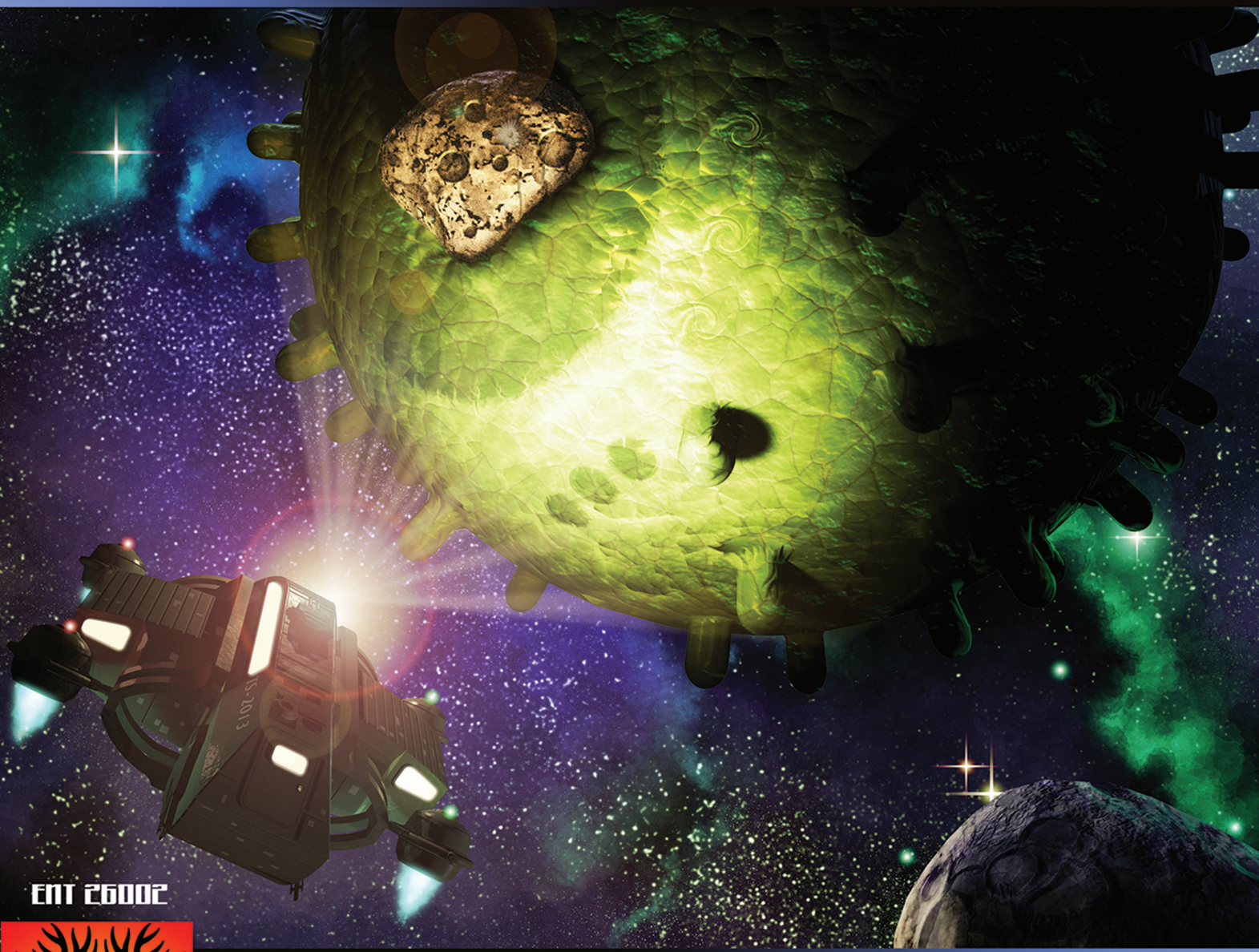


James M. Ward and Christopher Clark's

# Dark Visitor



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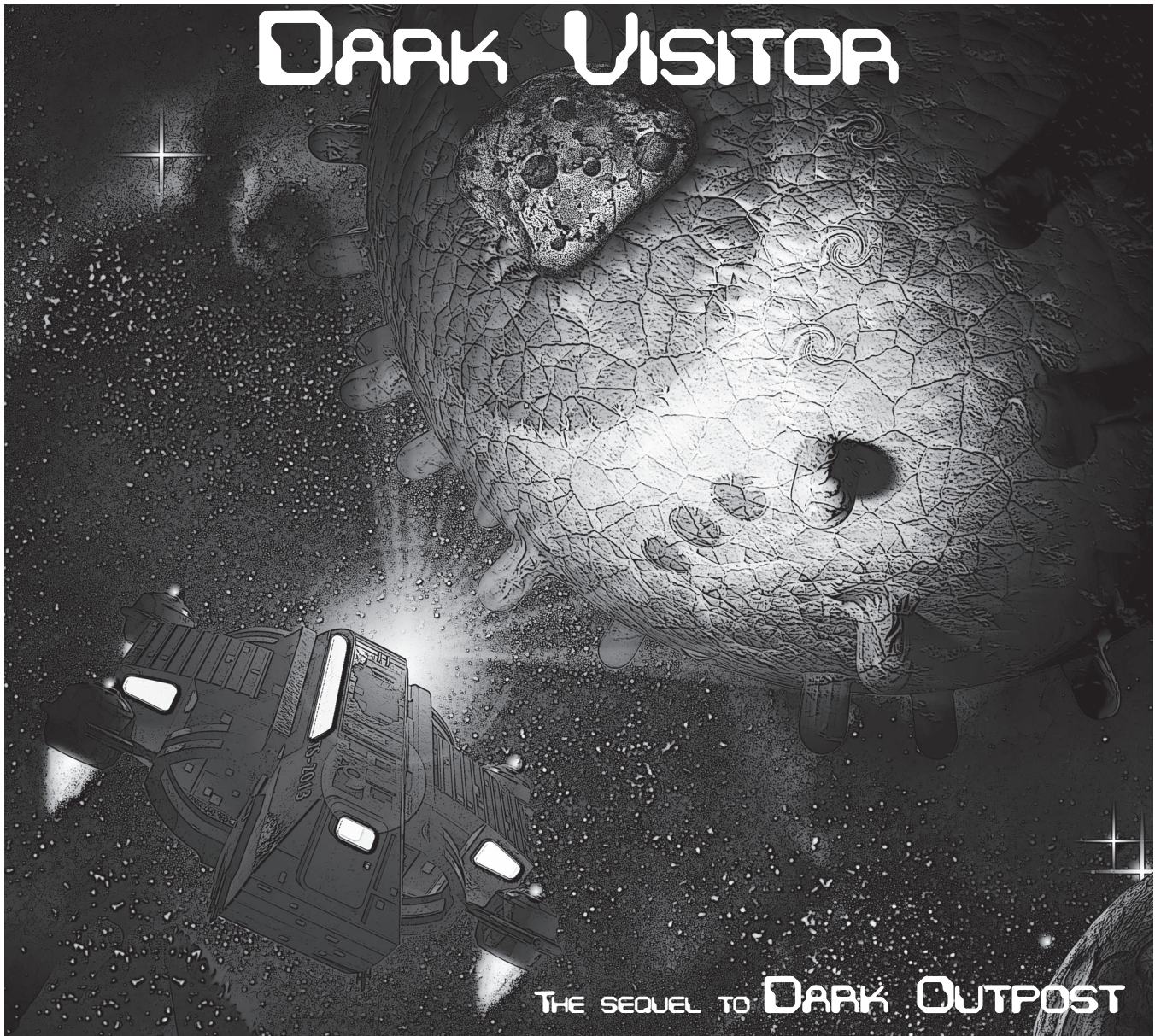


**A generic sci-fi role-playing adventure for use with nearly any space travel or sci-fi role playing games**

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CHRISTOPHER CLARK AND JAMES M. WARD'S

# DARK VISITOR



THE SEQUEL TO **DARK OUTPOST**

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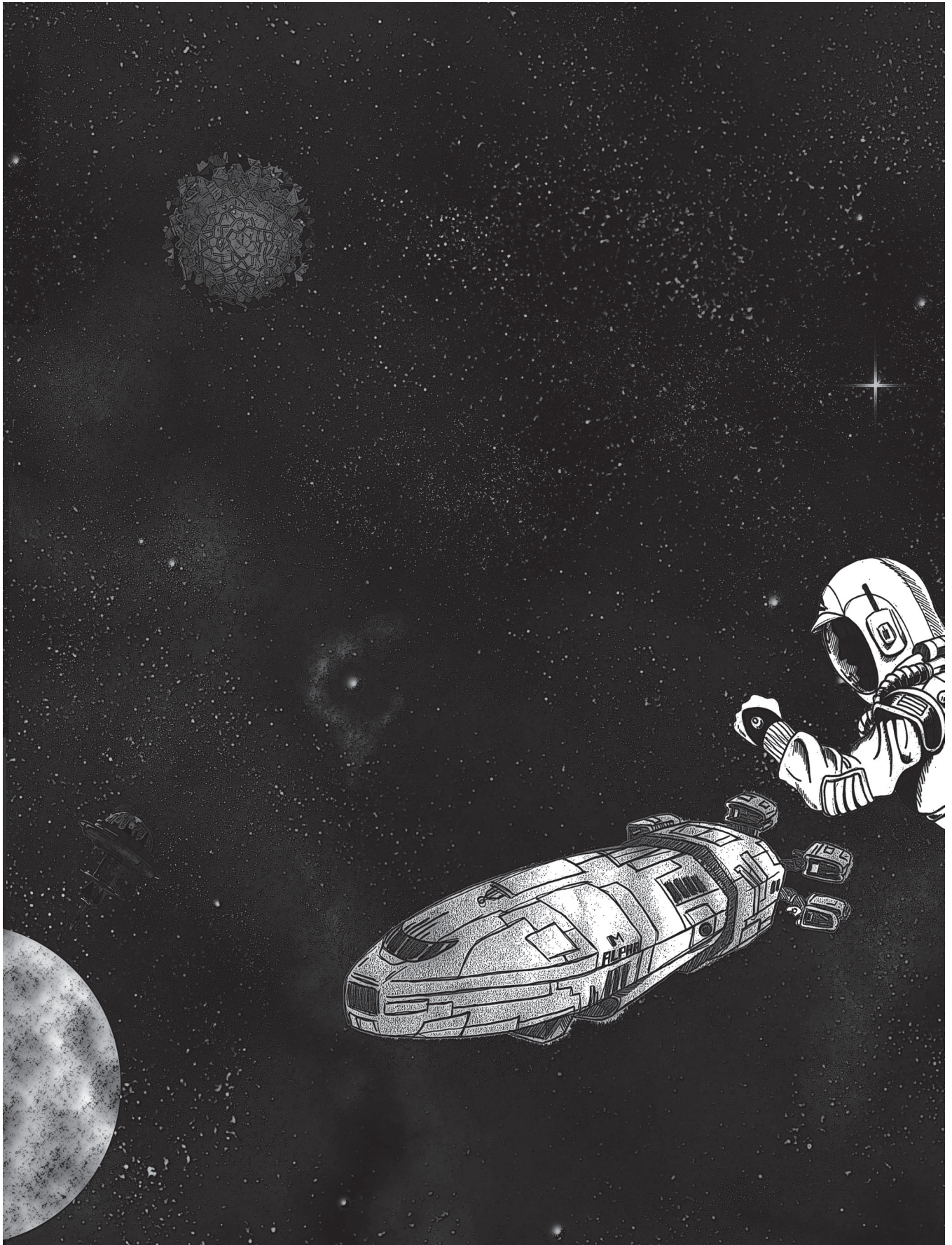
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## INTRODUCTION

Prepare yourself for something unusual, and horrifying. Alien spacecraft are not unusual, nor are alien encounters in the vast macrocosm that is the galaxy. This is not a typical alien encounter. This is the Dark Visitor.

Four weeks ago, an alien scout ship collided with a nearby orbital space station. The space station, designed to support the colonization of an entire planet, was both sophisticated and vast. That which came from this small alien scout ship nearly seized the entire station. The destruction caused was massive, in some cases irreparable, and the presence of the alien pervasive.

Nothing is known. Nothing is predictable. This an adventure into the unknown with a capital “UN”.

Dark Visitor is an adventure detailing the arrival of an alien mother ship searching for a lost scout ship. The mother ship is a spiked spheroid measuring a half-mile in diameter and massing  $136.34 \times 10^4$  metric tons. It is a living organism that can sense energy and organic matter, and is capable of propelling itself through space at surprising speeds. It sensed a great quantity of organic matter in the form of the Planet Kask. It approached the planet and launched several scouts to ascertain the detailed nature of this long-sought food source.

The fate of but one of the several ships is unknown to the mother ship. The alien vessel has followed the spore trail of its scout to this location: 10,000 kilometers from the Planet Kask Outpost Station. Its arrival has only recently been detected by Fleet scanners.

“Sigma, check in.”

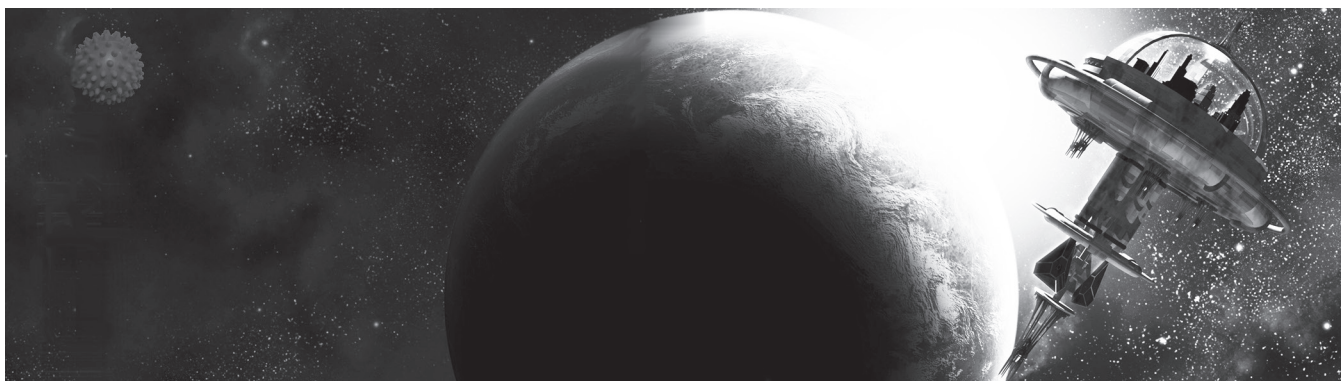
“Roj on that Fleet. What’s up?”

“We have an object that suddenly showed up on scans. It’s about a quarter mile wide, and the mass is off the spectrum. We were hoping you guys could move in for a look.”

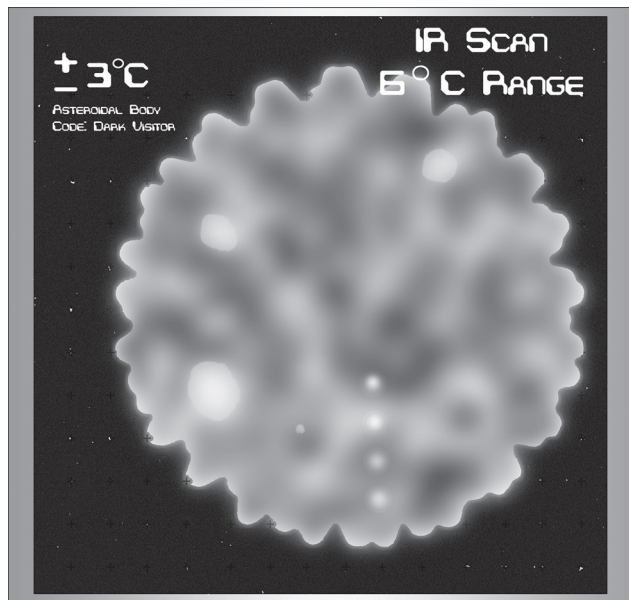
“Roj on that Fleet. We’ll let you know. What can you give me?”

“Not much Sigma. It’s only registering on the gravimetric scan. No energy signs, no life signs. Definitely the strangest visitor we’ve seen in this quadrant. Fleet’s worried that it’s a rogue asteroid.”

“No energy signatures and no life signs eh? I’m coding this mission Dark Visitor.”



## ABOUT THIS ADVENTURE



### ABOUT THIS ADVENTURE

**Dark Visitor** is suitable for use with any science fiction role playing system that includes space travel. Statistics and simple role playing details are given for the creatures, equipment, and encounters. In every case the referee is encouraged to replace these details with those specific to the game system being used. For ease of conversion, a brief description of this “generic” system is provided on the next page.

Your players will likely not realize that the “ship” they are about to enter is actually a living organism. Nothing they see within will be familiar to them and this lack of knowledge concerning the true nature of the threats presented will be one of your greatest tools as you do your best to entertain (terrify) your players. Do not kill them out-of-hand. Simply make them believe that you might. This might cause a bit of reluctance on the part of your players when assigned the task of investigating the Dark Visitor.

Remind the players that their characters are here to identify the nature of the object/visitor, gathering as many details as possible; garnering this information so that *others* may solve the problem. That information is worthless unless they survive to report it. Remember as well that the greatest entertainment you will gain comes not from killing off the entire adventuring party, but from terrifying them. The threat of imminent death, especially from an unknown source, is vital to this adventure.

### STATISTICS USED

All the statistics are expressed as a percentage (0 being low, 100 being high), and should be easily convertible to any game system. When using a d20 base, for example, each 5% represents one such ‘pip’. The term **AH** gives the rating for an Average Human, for baseline purposes. Those statistics include:

**Power (Pow)** describes the overall skill rating of a creature or encounter, *i.e.* the comparative level. AH Power is 1-5%.

**Health** indicates the amount of damage a creature can withstand before dying, normally 1-4 per point of Power. AH = 6.

**Defense** is the relative ability of a creature to protect itself against attack. A defense score of 50% indicates that only a perfect unmodified roll of the dice would indicate success. A Defense rating of 100% would require any attack to have significant bonuses in order to succeed. AH defense is 0-5%.

**Init** indicates the bonus a creature receives due to the speed of attack, to determine whether its attack would occur prior to that of an opponent. In many systems this is referred to as an initiative bonus. As usual, 100% is the largest bonus available, reserved for those who are blindingly fast in their attacks. AH init is zero.

**Damage** is the amount of damage caused when the creature successfully attacks an opponent. Multiple numbers indicate more than one type of attack, and parenthetical numbers, *e.g.* (x2), indicate multiple attacks of the same type. AH damage with fists or feet is 1-2 points.

**Special**, as a category, itemizes any special abilities, attacks, or defenses that apply, always to be used at your discretion. A superlative expert in any special ability listed here would have a score of 100% in that ability. AH has nothing Special.

**Demeanor** describes the general attitude and intelligence of the individual(s).

**Move** is the rate of movement, in feet per second. AH is a range of 8-12.

## OTHER ASPECTS OF THIS PRESENTATION

The term 'Fleet' is often referred to in the descriptions found in this adventure. 'Fleet' refers to whatever organization sponsors space travel and exploration in your campaign/gaming system, and the Game Master should feel free to replace the word with whatever term best fits his campaign.

**Material in bold is meant to be read aloud** to the players. All other text should be reviewed by the Game Master prior to play. Note: no rigid solutions are offered for the various problems *Dark Outpost* presents to the players. Reward the characters for innovative problem solving, bold and thought-provoking plans, and the wisdom to retreat when necessary. Use your imagination to the utmost, and inspire your players to follow suit.



## A MISSION FROM FLEET

Although the Game Master is invited to concoct his own introduction to the material presented here, in the absence of such, the following may be used and dovetails nicely with the previous adventure in this series, *Dark Outpost*.

Fleet was surprised when the Dark Visitor eventually showed up on their scanners some 10,000 kilometers from the Planet Kask Outpost. At first thought to be nothing more than a large rogue asteroid, Fleet is no longer certain that such is the case, and hopes to enlist your players to investigate the phenomenon.

Fleet provides the characters with personal landing vehicles, and a state-of-the-art Alpha Class Scout Ship. The personal landing vehicles resemble 4-legged domed frogs, and are capable of traversing the surface of the asteroid using these legs as well as the propulsion jets with which they have been outfitted. Players with no skill in piloting small craft of this nature might be challenged when attempting to land and navigate these craft, at your discretion.

Each Personal Landing Craft also contains a short-range scanner that is able to measure chemical composition, density, electromagnetic radiation, heat, and relative motion within a distance of 100 yards. These Personal Landing Craft have a maximum range of 120 kilometers (about 75 miles), and travel at a rate of up to 3 KPH.

Fleet also provides the characters with any scanning, personal weapons, or protective space gear they require, as well as the various and sundry items needed for their function (batteries, power packs, what-have-you). They allow each character, however, only one suit and no more than 75 pounds of fleet-provided equipment.

Fleet has discovered several vital bits of information with their preliminary scans. These are included in an appendix at the back of this adventure that you should feel free to copy and give your players as a "mission dossier."



## PHYSICAL ATTRIBUTES OF THE ALIEN SPACECRAFT

The Dark Visitor was grown (rather than built) by a race of intelligent alien fungi from an unexplored (by humankind) portion of space. Most of its functioning interior parts are also grown, although some use is made by the alien fungi of manufactured data processing and robotic machinery. These manufactured devices are discussed later.

The ship is a modified spore casing of enormous size, with a hard chitinous outer shell. The surface of this shell is pitted rather than smooth, and is several feet in thickness. The entire vessel is comprised of a ceramic-like calcium compound excreted by the ship, with interconnecting structural support resembling a honeycomb-like material that is incredibly strong.

## General Overview

This inner structure fills all interior areas of the shape not used for other purposes (living, manufacturing, and processing areas. It is capable of withstanding extremes of heat and cold (-200 degrees Fahrenheit to 1200 degrees Fahrenheit) but is susceptible to acidic and oxidizing compounds. The alien fungus is therefore readily able to dissolve portions of this substructure in order to add functional areas, or to reproduce new honeycomb-like substructure to repair or reinforce damaged areas. The process is slow, but causes little strain on the ship.

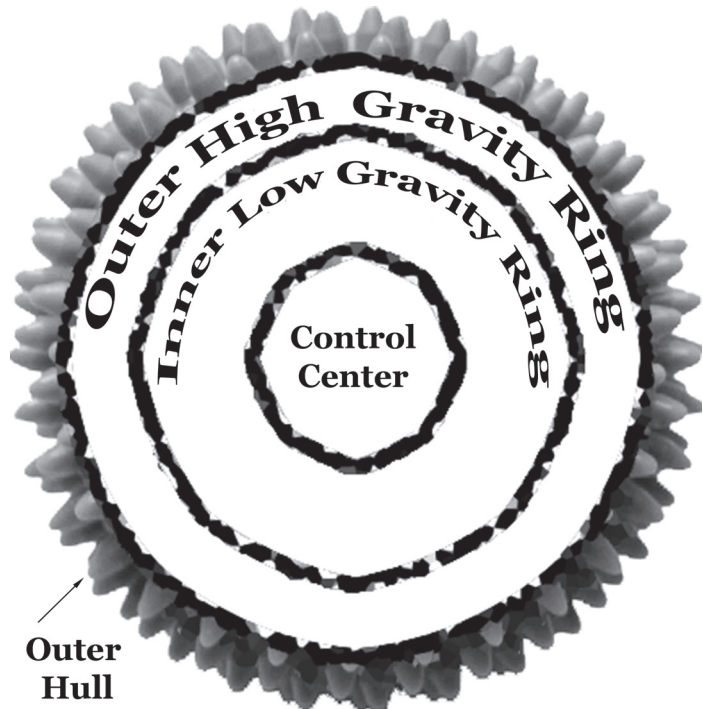
Interior passageways are also grown, and range from 2"-diameter flexible tubes to static, hard-walled passages more than 12 feet in diameter. The hard-walled passages are composed of the same material as the outer shell but are smooth as they are not constantly bombarded by micro-meteorites. The flexible passageways and tubes are a special strain of chemically resistant fungus that is used to control the pressure and passage of liquids, solids, and gasses within the Dark Visitor. Like the honeycomb infrastructure, only acids and oxidizing agents are capable of disrupting this fungus. Inner passageways are sealed with Sphincter Hatches (as opposed to the mechanical Iris Hatches found on the Outer Hull and elsewhere); living membranes capable of withstanding enormous pressure (see page 24-25).

The ship has a radius of 1528 feet; several hundred feet larger than a quarter mile, but due to its lightweight construction, masses only  $136.34 \times 10^4$  metric tons. It uses methane gas as a fuel source for propulsion using simple thruster jets to build velocity. Although it requires some time (years) to generate sufficient acceleration to achieve speeds capable of interstellar travel, the Dark Visitor is capable of near-light speed travel. It also uses its methane jets to create spin.

The Dark Visitor initiates spin gravity to facilitate gas, solid, and liquid separation, utilize a spore sensing cloud, or to launch scout spore ships. The ship does not initiate spin gravity in order to travel through space, but instead accelerates in a linear fashion in much the same way that vessels used by your characters do.

## Internal Levels & Gravity

The ship is actually comprised of four separate layers: the Outer Hull, the Outer High Gravity Ring, The Inner Low Gravity Ring, and the Control Center. Numerous passageways, built not for human passage but instead for the passage of liquids, solids, gasses, and of course fungi, connect these four layers.



As can be seen from the illustration, gravity, when present, varies from layer to layer. In addition, gravity is not always present. The fungi have no need of gravity; several of the processes that occur within the ship, however, do require it. As these processes are not constant, the ship produces gravity only when necessary for the completion of these interior tasks.

Through the use of directional jets situated throughout the outer hull, the Dark Visitor induces spin gravity when needed, accelerating to a spin that yields a gravity at the outer hull of 2G (twice standard earth gravity), lowering to 1.5 G throughout most of the outer High Gravity Ring, 0.5 G throughout most of the Inner Low Gravity Ring, and only trace gravity at the Control Center.





Characters attempting to investigate the Dark Visitor may therefore be surprised by sudden shifts in gravitational axis, sudden increase in gravitation, or unexpected decreases or cessation of gravity during exploration. As Game Master, we encourage you to throw your characters a gravity curve ball whenever you feel it might enhance play. Gravity changes are, furthermore, quite rapid, but are not instantaneous. Ten minutes generally elapse before gravity either increases to full for a given level or disappears once present.

Note that ALL levels either exhibit gravity or lack gravity at the same time (in the event characters become separated during their explorations). Further, as characters move towards the Control Center (the center of the Dark Visitor) from an outer area of the ship (closer to the outer hull), gravity, if present, will slowly decrease until it reaches the level specified for that area of the ship. Finally, when spin gravity is activated, the outer hull of the Dark Visitor always appears to be 'down', the center of the ship always appears to be 'up'. Be sure to adjust your descriptions of the various encounter areas if spin gravity has been initiated by the Dark Visitor.

It is not recommended that play begin with the Dark Visitor engaging spin gravity, although that is left to your discretion. If the ship is spinning (at -2G!) when the characters attempt to either land on or dock with it, the odds of such landing or docking occurring without catastrophic effect are minimal.

## Fungi Communications and the Spore Cloud

Spore ships like the Dark Visitor are grown and launched into the void by the fungi aliens to discover new sources of nourishment and ideal environments for growth and expansion. The alien fungi, in all of their forms, however, are incapable of communicating by any means that will be familiar to your players. Instead, they communicate using chemical signals; scent at its most basic, although that term is woefully inadequate to describe the range and sensitivity of the chemical communication used by these aliens. The most critical aspect of this form of communication, and that which most greatly influences the methods you use to Game Master this adventure, is that physical contact, a trail, if you will, is required for the fungi to communicate with one another. In the case of the spore ship which has been sent to discover new and fertile areas for fungal growth, this physical 'trail' takes the form of an enormous but scattered cloud of spores.

The Dark Visitor generates a sparse cloud of fungi spores that surrounds the space outside of its hull to a distance of 1000 miles (roughly). Under special circumstances (as determined by the Visitor) this standard cloud can be expanded to as great a distance as 3000 miles. The cloud can be detected by a variety of sensing equipment, but is invisible to the naked eye.



# THE SPORE CLOUD & WASTE



Should either chemical food sources or compatible environments (for colonization) be detected this spore cloud generates a crude but powerful signal aimed at sensory growths on the outer hull of the spore ship. The ship then launches one or more scout ships to investigate the phenomenon using spin to launch the vessels via centrifugal force. Once separated from the Dark Visitor, these scout ships also have their own propulsion, although it is minimal. They also leave a trail of spores in their wake which facilitates communication with the 'mother' ship.

Should the spore ship be attacked, the spore cloud generated by the Dark Visitor is also capable of generating a basic chemical compound that corrodes carbon compounds and metallic alloys. The process is slow, taking several hours to eat through an inch of steel, but is the only general defense the spore has if attacked. Some spore ships have also been known to launch their scout ships, missile-like, towards aggressors. In truth, the aliens are ill-prepared to repel any assault on one of their spore ships (like the Dark Visitor) as they are unfamiliar with life forms, and life cycles, that would sponsor such an attack.

## Foraging and Waste

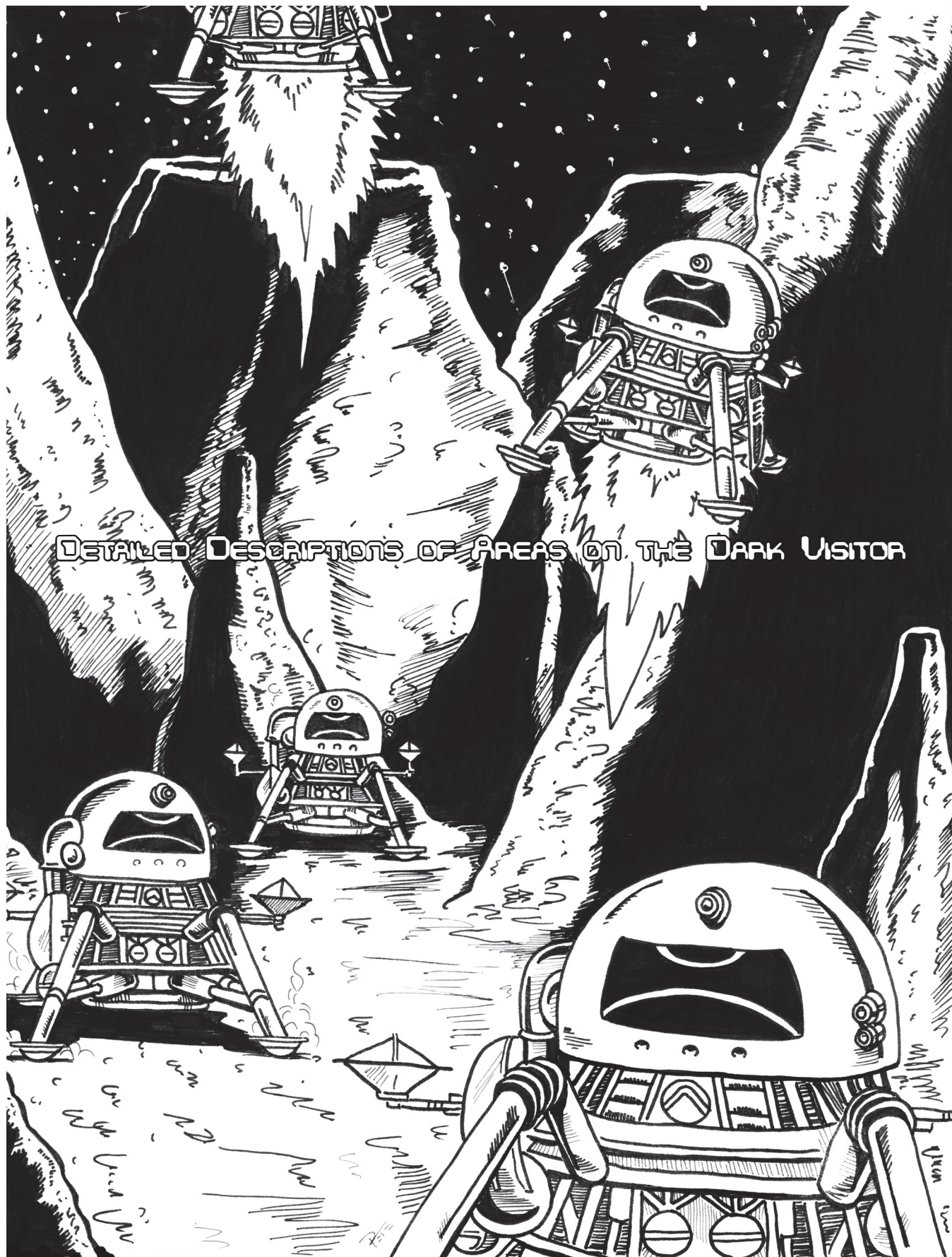
Fungus spore ships prowl the galaxy in search of nitrogen compounds (and new, compatible environments in which to grow). As a spore ship might spend decades in space, asteroids often form its common food source. Although nitrogen compounds are not common within asteroids, and many tons of asteroid must be processed to generate several pounds of food, the spore ships have a low metabolism, and time is of little concern.

Of greater concern to you, and to your players, is the waste product generated by the process of prospecting for these nitrogen compounds. Spore ships generate tons of 'waste': refined metals, radioactive compounds, and valuable chemical compounds. Many of the more useful (to humans) compounds are retained in quantity by the spore ship in the event it needs them for creating data processing, robotic, or other needed equipment. What this means to you, as Game Master, is that vast treasure troves of these materials are stored aboard the Dark Visitor. Greed should become a large incentive to your players as they explore the interior of this ship.

## Hacking the Alien Artificial Intelligence

It should be noted that any would-be hackers need to use equipment for hacking that includes a display device as the life forms indigenous to the Dark Visitor communicate via a series of chemical signatures (sort of like smell). The data processors work in a fashion similar to our own, but the input and output devices used by the aliens are, therefore, radically different from those with which your characters will be familiar. Binary is binary... but computer displays are literally in the eyes (or other sensory organs) of the beholder.





DETAILED DESCRIPTIONS OF AREAS ON THE DARK VISITOR

# SENSOR'S VIEW OF THE VISITOR

## The Approach & the Outer Hull

As the characters approach the vessel, most likely in a scout ship, many aspects of the Dark Visitor become visible to the ship's sensors. Once the characters have moved to within visual range, further details will become apparent.

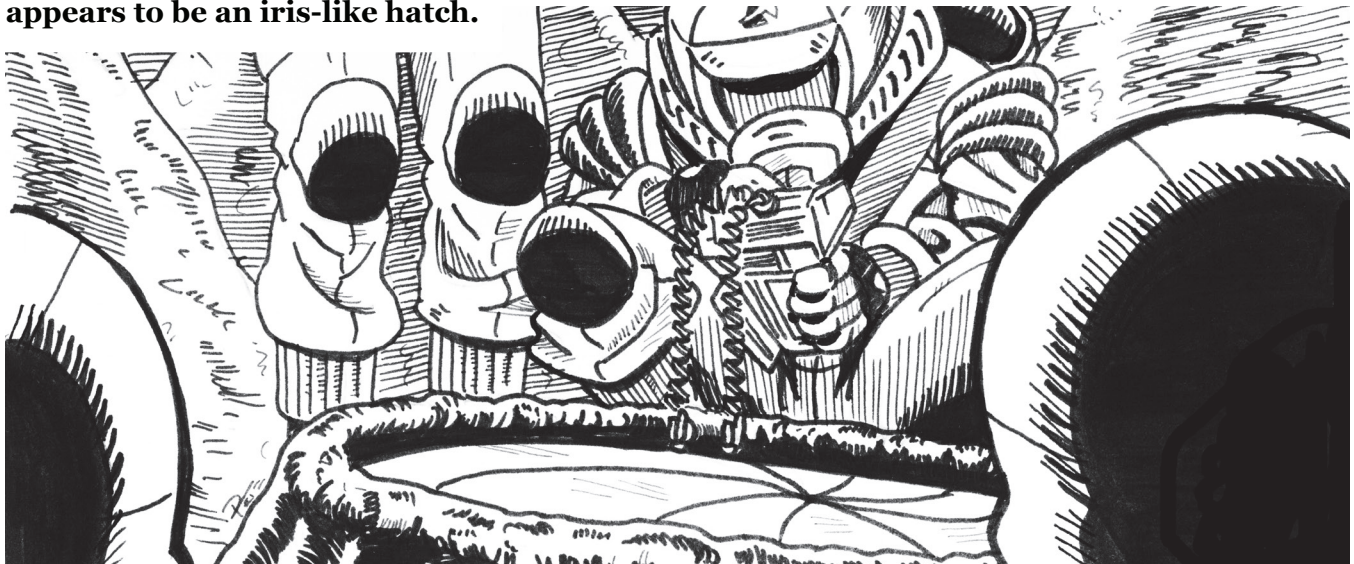
**A near-perfect sphere grows in size in the viewport as your ship approaches. It is more than a quarter-mile in diameter, and its surface is comprised of a rock-like material that even at this distance appears pitted. Were it not for the regular shape of this object, you would probably have thought it to be an asteroid.**

**Several types of projections are readily discernible on its surface, from rows of conical 150' diameter spikes that tower 50 yards above the surface of the sphere, tapering to a rounded point only near the end of the spike, to various smaller polygons and irregular shapes. Cylindrical towers that project some 10'-12' above the surface are also common. This is definitely not an asteroid.**

**The only point of access to the interior of the sphere appears to be a series of 50-yard wide spherical depressions that form a row across the surface. These depressions are only inches deep and are sealed with what appears to be an iris-like hatch.**

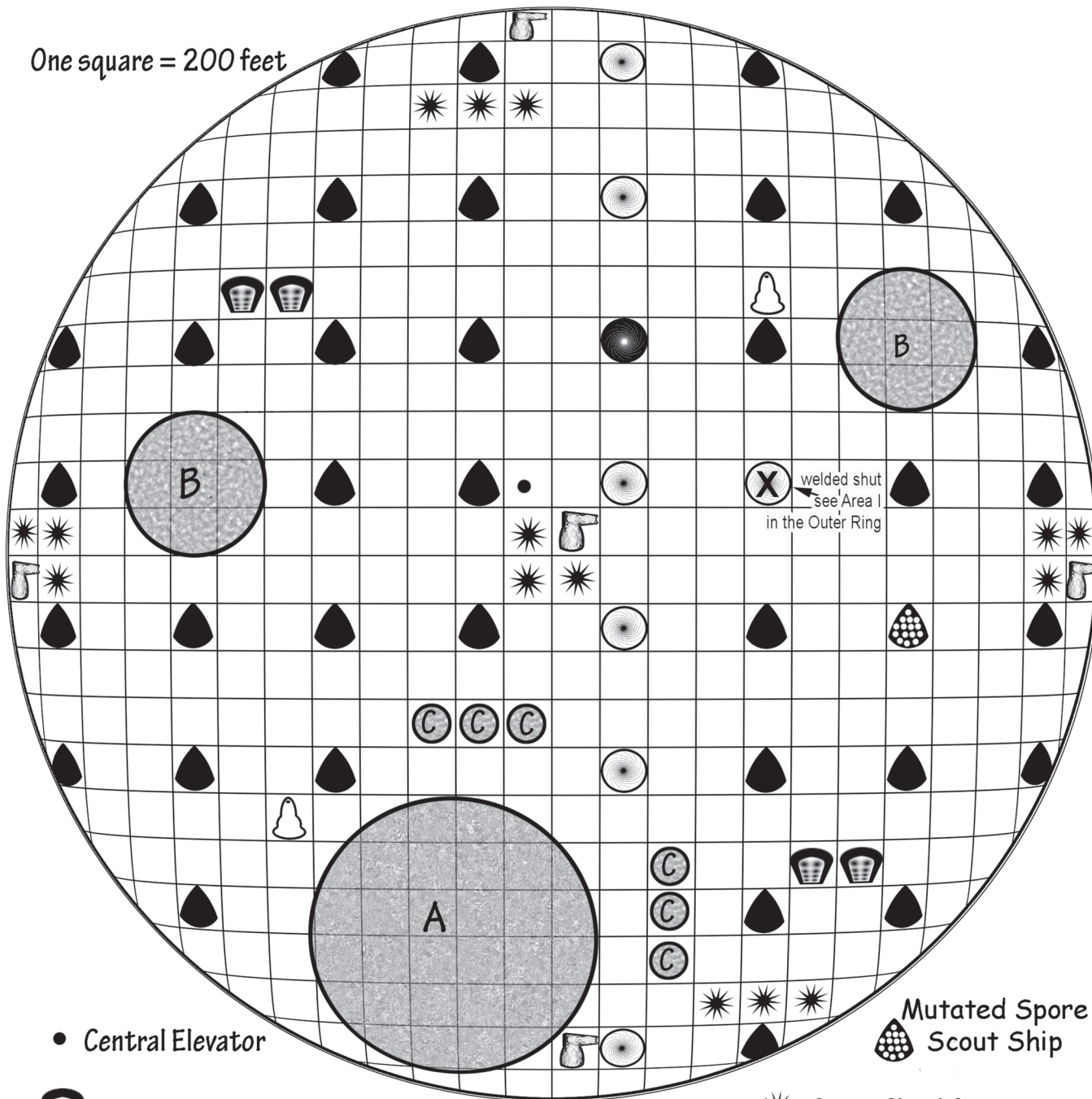
Due to the now-close proximity of the scout ship transporting the characters to the surface of the Dark Visitor, several other details, while not visually apparent, might be discovered by the ship's sensors prior to any physical contact between the characters and the alien vessel.

- The ship has a slight but detectable electric (EMF) field.
- The ship is surrounded to a distance of 3000 miles by a sparse particle field of indeterminate function. This field may have a slow corrosive effect on the hull of the character's scout ship, or not, dependent upon the metallic or non-metallic nature of the hull of the character's ship, and, of course, your discretion.
- The interior of the ship contains bio-matter as well as several areas that have pressure, oxygen, CO<sub>2</sub>, methane, water, various metals and isotopes, and organic compounds.
- The hull is composed of a calcium-based ceramic-like material.
- There is detectable deadly radiation in several internal areas of the ship.
- Scattered lifeforms of unidentifiable type are in evidence in the interior.



# THE OUTER HULL

One square = 200 feet



• Central Elevator

Spore Cloud Generator

Iris Hatch

Directional Jet

Mutated Iris Hatch

Toxin Defense Node

Spore Scout Ship

Mutated Spore Scout Ship

Spore Cloud Sensor

Grabbers

# OUTER HULL ENCOUNTERS

## DETAILS OF THE OUTER HULL

As has been previously mentioned, the Outer Hull of the Dark Visitor is made from a secreted calcium-based ceramic material that is highly resistant to extremes of heat, cold, and impact. The thickness of this outer shell varies from 20-35 feet, and the material is lighter than steel. Any characters exploring or investigating the Outer Hull will note several points of interest as shown on the map. Note the map displays only one hemisphere of the ship, and that an exact duplicate of the areas shown exists in the Dark Visitor's second hemisphere (thus making a complete sphere).

### General Description

A general description of the surface of the Dark Visitor is here provided. It applies to all non-specific areas of the Outer Hull.

**The ground here is hard and unyielding, with only a thin coating of dust. Rock-like projections appear in all directions, although many appear to be too regular to be natural formations. The trace gravity holds you but lightly to the surface, and the silence around you seems filled with expectation... as though something were waiting.**

An explanation of the various features shown on the map follows.



### The Central Elevator

The Central Elevator is designed for use by Servitors and is therefore ill-suited to human use. Its protrusion on the surface of the sphere is slight; a domed cap that is larger than the shaft below by half a meter and that blends in with the surrounding surface. This cap both camouflages the elevator and ensures a tight pressure seal against the outer vacuum of space. The cap is attached to a long tube that is pushed upwards, remaining at the top of the elevator when it (the elevator) reaches the surface. The cap then retracts to the surface when the elevator is again activated, forcing the elevator back into the shaft where positive pressure is then used to send it inwards into the sphere.

**You have discovered a strangely regular protrusion on the surface of the sphere: a rounded dome-like projection 1.5 meters in diameter. A small receptacle set into this dome looks suspiciously like a data port for a computer.**

The receptacle is indeed a data port.

The elevator is summoned and controlled by electrical signals generated either by Master Fungi in the Control Center, or by any Servitor that is inside the elevator. The elevator may only be called to the surface by a character capable of hacking into the artificial intelligence of the sphere via the small pin-type data uplink embedded in the cap. The character may then send a false command signal (as though it were from the Control Center) calling for the elevator.

Beneath the domed cap lies a 4' diameter elevator shaft that extends from the Outer Hull all the way to the central Control Center. At the base of this shaft (when the characters arrive) is the elevator, an 8' tall by 4' diameter enclosed tube with a sliding panel that recedes to expose fully half the tube for ingress and egress.

*This will likely be a rather tight fit if the elevator is occupied by more than one character at a time.*

Sphincter Hatches (see page 25) within the shaft separate the various levels traversed by the elevator to prevent accidental depressurization.

**As you manage to convince the artificial intelligence that you deserve whatever lies below the strange, round, 1.5 meter dome, it rises slowly from the surface, exposing a small, 8' tall chamber with a diameter of only 4'. Half the chamber slides sidewise to reveal the interior; an empty space that reminds you of nothing so much as an oversized dumbwaiter.**

The elevator is propelled by positive air pressure, and forms a tight seal between the elevator and the shaft it traverses. This air is trapped beneath a seal at the top and bottom of the elevator and pressure is increased on one side (top or bottom) to force the elevator either outwards towards the hull, or inwards towards the Control Center. Servitors using the elevator generally enter it at zero gravity, piling any needed materials below them in the enclosed area. When they reach their destination, the Servitors exit first, and then extend their appendages and remove the necessary materials from the elevator.

The elevator shaft is always pressurized when the Dark Visitor initiates spin gravity. The shaft is marginally pressurized (to facilitate movement) when the sphere is not spinning.

The elevator cap is made of an extremely resilient ceramic material that withstands 300 points of damage before disintegrating. Any attempt to drill a hole into the cap requires at least 50 points of damage be caused to pierce the cap.

If the cap is destroyed (not just drilled through), and the elevator is called, the lack of pressure at the outer edge of the elevator causes it to rise like a missile through the shaft, shooting outwards into space. The sphere immediately closes all pressure seals to the shaft to ensure interior pressure. Unlucky characters may be caught by the exit of the elevator 'missile' at your discretion.

Such a collision between character and elevator in an uncontrolled environment (as occurs if the elevator cap is destroyed) would certainly result in both several hundred points of damage and the expulsion of the unlucky character from the surface of the sphere and off into space.

If the elevator is ejected, the characters may still enter the shaft if the ship has not engaged spin. Servitors will be dispatched by aliens in the Control Center to the shaft with materials for repairing the cap within one hour of game time.

## Directional Jets



Directional Jets provide both lateral motion and spin (when needed) to the Dark Visitor. Standing only 4' in height, the jets are a conical pyramid that ends in an extended directional nozzle. Comprised of ceramic capable of withstanding extreme temperatures, the nozzle of the jet is capable of rotating 360° on the horizontal plain, and 180° in the vertical plain. Fed by a supply of methane gas and oxygen from the interior of the spacecraft, the jets contain a metallic electrical igniter near the base of the nozzle and are capable of generating, at maximum output, several thousand pounds of thrust.

Control of the jets is managed in the Control Center which is connected to the Directional Jets via fungi conduits that transmit necessary data chemically to data processing units which are located beneath each Directional Jet.

Should a character be unfortunate enough to be near one of these jets when it ignites, the flames reach for a length of 30', and are of sufficient heat to melt all but steel and ceramic alloys.

## Grabbers



Where Grabbers are present on the Outer Hull, the surface differs from that covering the rest of the Dark Visitor. The surface in these areas has a rubbery texture, and an adhesive, almost viscous nature. The alien ship uses these areas to capture and process asteroids and free-floating space bodies which contain materials it finds useful. These objects are first detected by the Spore Cloud (see page 6) which relays the information to the Control Center as interpreted by the Spore Cloud Sensors (see page 17). The controlling Master Fungus then adjusts the vectors and velocity of the craft so that its path intersects the free-floating body that contains the useful materials.

Once an asteroid has made contact with a grabber, it sticks fast to its surface. The material of the Grabber is such that the asteroid or other body will be slowly drawn through the Grabber (much like it was made of quicksand) to be deposited within a Crushing Station (see page 28) where it is crushed and separated before being sent for further processing.

The process by which the Grabbers subsume any captured articles ensures a complete pressure seal within the alien spacecraft. Material may pass inwards thru this thick, viscous membrane, but it is impervious to any form of interior pressure that might try to push outwards. Passage through a Grabber is one-way only.

On occasion, Grabbers ingest materials that are either acidic in nature, or that present other non-workable scenarios for the Grabber mechanism. The Dark Visitor expels these captured objects by sending a team of Servitors to seal the area of the Crushing Station below the Grabber, and then initiating spin gravity to expel the unwanted object via centrifugal force. This process takes many hours, but may also take your players by surprise (should you so deem).

Should a character approach this area, adjust the description to best suit the type of Grabber (A, B, or C) as described further on in this section.

**A field of uneven, almost rubber-like material stretches before you. Several large objects appear to be trapped on its surface.**

If the characters observe the grabber for any length of time, they note the objects so trapped are being slowly drawn beneath the surface of the sphere.

Grabber membranes (surfaces) are highly susceptible to acids, but are resistant to oxidizing agents, and temperature fluctuations. It is possible that the characters could destroy a Grabber with large quantities of acid, thus depressurizing the Crushing Station it feeds and allowing the characters access to the interior of the sphere. Should the characters succeed in passing through a Grabber, proceed to The Outer High Gravity Ring on page 27.

## The A Grabber

The Grabber marked A is for large asteroids and free-floating bodies. It is capable of ingesting asteroids measuring up to 1100' in diameter and weighing as much as 4000 metric tons. Its membrane penetrates to a depth of 75' and it adheres to the surface of the asteroid or other body as it passes through the membrane so that even those objects of greater than 75' in height may be absorbed without loss of interior pressure.

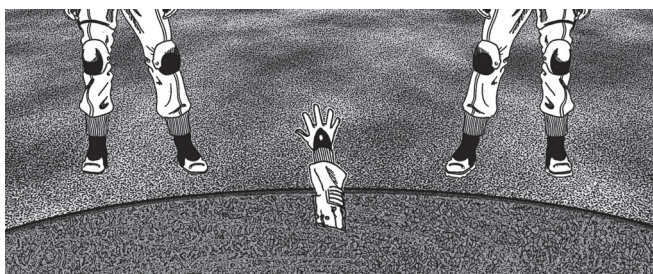
## The B Grabber

The Grabbers marked B are designed to capture smaller asteroids and free-floating objects. They ingest objects measuring up to 550' in diameter and weighing as much as 400 metric tons. Their membranes penetrate the ship to a depth of 25' and adhere to the surface of the asteroid or other body as it passes through the membrane so that even those objects of greater than 25' in height may be absorbed without loss of interior pressure. There are two 'B' Grabbers in each of the Dark Visitor's hemispheres.

## The C Grabber

The Grabbers marked C are used for dust collection and are capable of ingesting objects no larger than 50' and weighing less than 500 pounds. C Grabbers have a membrane which penetrates to a depth of 15' and prevent loss of interior pressure in the same way as their larger counterparts. Each hemisphere contains 6 'Dust Grabbers'.

Should any grabber contact an item that is too large for it to ingest, its surface will immediately harden, and it will lose all of its adhesive properties. Items that impact will either bounce off the large membrane of the grabber, or will penetrate to a given depth, causing some damage to the membrane (at your discretion).





## Iris Hatches



A linear line of large depressions marches down the front (but not the rear hemisphere; the rear contains Spore Scout Ships where these Iris Hatches exist) of the Dark Visitor. Each has a diameter of 160', and they lie several inches below the surface of the spacecraft. Should a character investigate one of these depressions:

**A vast circular depression, only a few inches deep, lies before you. Unlike the rest of the surface on which you stand, the surface within the depression is both regular and smooth. Further, it appears to be made from an unidentified metal alloy, while the rest of the surface you have seen seems to be either ceramic or simple rock.**

These hatches are intended for egress, not ingress, and are sealed tightly to allow pressurization of the Scout Ship Growth Area (see page 35) below. They are only a few inches in thickness, but are highly resistant to extremes of temperature, and impact. One of the few mechanical devices used on the Dark Visitor, the hatches are operated by micro-voltage relays that are activated by commands from the Control Center via fungi conduits that transmit necessary data chemically, allowing the relays to close or open. This reliance on micro-voltage makes these hatches highly susceptible to assault by electrical current.

Should any character pass any electrical current thru one of these massive hatchways, it immediately opens. Characters unfortunate enough to be standing near the center of the iris are subject to the near-explosive decompression of the Spore Scout Ship Manufacturing Area that lies below. Characters that are unable to avoid this decompression (at your discretion) suffer a blow from the exhausting gas equivalent to 2200 pounds (1000 kg, or one metric ton) of force generating 2d20 points of damage to both themselves and their equipment.

Unsecured characters (those not connected to either the Dark Visitor or another body with a mass in excess of 1 metric ton) are blown outwards into space, and travel at a speed of 2 meters per second to a distance from the surface of 9 kilometers.

If the character(s) affected by the decompression are tethered to other characters, the distance is halved by each character to which the tether is connected, and if more than three characters are so tethered, the last will be able to halt the progress of the party into space.

Characters that are tightly tethered to the surface of the Dark Visitor suffer far greater damage (3d20-5d20 at your discretion, and depending upon how much room they are able to travel to dissipate the shock wave), but run no risk of being thrown into space.

The Dark Visitor begins moving in the opposite direction of the exhausted gas at the rate of one inch per second. Further, even those not suffering directly from this force should perform a check to see if they maintain their footing as the entire sphere moves several inches beneath the feet of any character on the surface. While far from catastrophic, the actual effects generated by this earthquake-like activity are left to you, the Game Master. This movement goes unnoticed by the aliens within the Control Center (see page 86) for one full hour before they engage the Directional Jets in order to re-establish their original position.

It is also possible that one or more Servitors were within the Spore Scout Ship Manufacturing Area at the time of its decompression. These robots will be blasted outwards through the open Iris Hatch and travel at a speed of 4 meters per second until they have achieved a distance of 18 kilometers from the Dark Visitor. Again, it is left to your discretion as to whether this causes them to impact characters or the character's spacecraft (or any other adverse conditions that might occur).

Should the characters succeed in opening one of these hatches, proceed to The Outer High Gravity Ring on page 27.



## Mutated Iris Hatch

During the launch of one of the Dark Visitor Scout Ships, a virus managed to invade the Scout Ship Growth Area below the Iris Hatch which normally seals off the interior of the Visitor following such a launch. It attacked the Master Alien Fungus Colony that arrived in preparation for the growth of a new scout ship, and has mutated it into a new species lethal to both the Dark Visitor and any explorers that might open this hatch.

The Dark Visitor is aware that a malfunction exists in the infected Scout Ship Growth Area, but has been unable to do more than contain it thus far. All interior sphincter hatches allowing access to this area have been closed, and have (to date at least) withstood any attempt by the virus to mutate their substance. So long as the sphincter hatches remain un-mutated, the interior of the Dark Visitor remains safe from the depredations of this mutagenic virus.

Should the characters approach this hatch, it will appear markedly different from the others they may have seen.

**A jet black iris hatch occupies the surface of the Dark Visitor some 150' ahead. It is 160' in diameter, and appears to absorb the light in its vicinity.**

This Iris Hatch will behave as do the others the characters might have encountered... to a point. It will at first refuse to open, but should more than one character touch its surface, it will quickly snap open, and the mutated fungal colony below will attack.

**The hatch suddenly snaps open, and writhing tentacles swarm forth to engulf you!**

Twelve green tentacles, covered in slimy (and protective) ooze will shoot forth as the hatch opens. The slime covering these tentacles allows them to exist in the zero-atmosphere environment of the surface for one minute, a period of time they will utilize in an attempt to grab the characters drawing them down into the now-infested Scout Ship Growth Area below to be consumed at the leisure of the fungus.



**Mutated Fungus** (1 entity, 12 tentacles)

**Appearance:** This fungal colony appears as a mass of green ropey tentacles of uniform width coated in a viscous slime. The tentacles are 40' in length.

**Demeanor:** This creature is a hungry predator with no true intellect.

**Power:** 20% (4)

**Defense:** 10% (2)

**Health:** 12 (each tentacle)

**Move:** 0

**Init:** +5% (+1)

**Damage:** Special

**Special:** Each successful tentacle attack indicates that the tentacle has adhered to a character (or a piece of their equipment, at your discretion). The tentacle then pulls the character or object towards the Iris Hatch with a strength equal to half that of a normal human. While one tentacle might be easily resisted, bear in mind that the environment here is zero-gravity, and even one tentacle (as the fungus is firmly lodged below, while the characters are experiencing only trace gravity) might cause a character extreme difficulty. Should multiple tentacles adhere to a victim or object, the odds of escape drop precipitously.

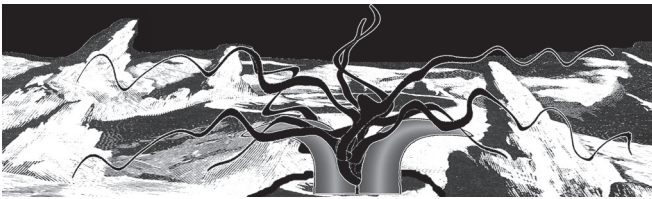
While the fungus is highly resilient, the slime which protects it is not. Any tentacle damaged by an attack will withdraw from combat (and return to the colony below).

In any case, the fungal tentacles will retreat from combat after one minute as they can survive the vacuum of the surface for no greater time than that. Should the characters devise a means for removing or destroying the mutated hatch (Defense: 50% (10), Health: 80), the entire fungal colony below will perish within one minute. The room below, however, will be exposed to the vacuum of space and little will remain there but several fine black ash remnants: the remains of the fungal colony.

**Mutated Spore Scout Ship**



Among the even rows of scout ships on the surface of the Dark Visitor is one scout bay that differs from the rest. Instead of one scout ship pointing to the sky, the unit looks like two lower ship hulls split wide open. In the huge mass is a large jumble of black mutated fungus composed of large, spongy tentacles. Objects or characters approaching within 90' of this large mass are attacked by two tentacles (per approaching entity) and pulled into the mass. There are already numerous servitors, fungus bodies, and assorted objects within this mass, all being gradually absorbed into the black fungi.



**Mutated Scout Ship Fungal Colony**

**Appearance:** Roughly 150' long and 60' wide, the fungi scout ship looks as if it is two scout ships, but is actually one ship that continued growing until it split apart. At the center of this area are numerous large black pipe-like objects. Should any moving object approach within 50', these 'pipes' become 60' long tentacles that flail out in an attempt to grab anything moving around the area.

**Demeanor:** Not an aware creature, this mutation simply reacts to nearby vibrations.

**Power:** 50% (10)                      **Defense:** 40% (8)  
**Health:** Tentacle 50, body 500  
**Move:** 0                                      **Init:** -5% (-1)  
**Damage:** Tentacle (10) x2 per approaching entity

**Special:** The fungus can generate more tentacles at will, but will only generate two per character (or robot) approaching its area. Any characters touched by this creature will need to be thoroughly disinfected or Black Fungus spores will adhere to their equipment (whatever is touched) spawning over time and creating new, and deadly, Black Fungi colonies. Characters caught within the range of this creature may avoid further attacks by remaining completely motionless.

**Spore Cloud Generators**



Dotted about the outer hull of the Dark Visitor are several areas that seem to be crowded with small, symmetrical trees that grow to a uniform height of three meters (about 10'). They are comprised of the same ceramic-like material as the hull, and grow in perfect columns and rows, covering a distance of 180' in length by 80' in width. In addition, the trees themselves are shaped much like umbrellas, with a wide base and tapering trunk that blossoms outward in a nearly flat horizontal plain of 12 branches. These branches subdivide as their length extends, becoming smaller and smaller until ending in a moss-like top that causes them to resemble trees.

**A strange forest rises before you. It is comprised of dozens of strange 10' tall trees that have a complex of branches at the top. These branches end in strange moss-like growths of perfect symmetry. The forest stretches for hundreds of feet before you, and is perhaps 80' in width.**

These unusual trees are the generators of the Dark Visitor's Spore Cloud; a cloud that extends for thousands of miles. They have no function but the constant replenishment of this cloud. A colony of spore-generating fungus lives within each of these enclosures (trees) which is impervious to any but acid-based chemical attack.

Should a generator be splashed with acid of any kind, the fungal colony within expires, and the Alien Master Fungi in Center Control respond 10 minutes later by activating the Toxin Defense Nodes (see page 18) on the hull as they believe the ship is being attacked. If the outer enclosure ('tree') is physically attacked, the aliens in Center Control dispatch Servitors (see page 100) 10 minutes later to repair any damage. The Spore Cloud Generators are built to withstand large meteorite strikes but may be destroyed by any set of physical attacks which cause 250 or more points of damage.

The spores exuded by the Spore Cloud Generators are an oxidant, and slowly eat through plastic, organic and metal, causing 1 point of damage per minute. Any character that passes within 20' of one of these generators will be affected by these spores.



## Spore Cloud Sensor

The Spore Cloud generated by the Spore Cloud Generators reacts by sending chemical signals throughout its mass that identify useful materials that the cloud comes into contact with in space. The signals generated by the cloud are then picked up by large star-shaped sponge-like objects found on the surface of the Dark Visitor. These sponge-like bodies are Spore Cloud Sensors. They appear in clusters found sparsely on the surface of the Dark Visitor, but which cover hundreds of square feet. They are highly resistant to moderate impact damage as they 'give' when struck, but they may be destroyed by impact, or by any form of acid.

Data received by a Spore Cloud Sensor is relayed to Center Control via fungi conduits that transmit the necessary data chemically. Only data is collected and transferred, no activity is possible for the Spore Cloud Sensor, nor can it initiate activity in other systems aboard the ship. The outer spongy layer of the sensor is inanimate, but within live the colonies of Sensor Fungi which translate the data received from the Spore Cloud into chemical signals that are then sent to the Artificial Intelligence in the Control Center.

### Sensor Fungi

**Appearance:** Each individual appears to be a symmetrical sponge-like mass resembling a 5-pointed star. They measure some 6' in length and are about 1' in height (somewhat variable). They are uniformly a light brown in color.

**Demeanor:** Sensor Fungus colonies are non-sentient fungi.

**Power/Move/Damage/Init/Special:** n/a

**Defense:** 60% (due to the softness of their bodies resisting impact damage)

**Health:** 36 each/36,000 in a sensor cluster

If a Spore Cloud Sensor is damaged or its fungal colonies killed, Center Control will dispatch a pair of Servitors (see page 100) with several newly grown Spore Cloud Sensor Fungi within 10 minutes to repair and replace the damaged sensor colonies.



## Spore Scout Ship

Perhaps the most notable features on the surface of the Dark Visitor are the tall cone-shaped casements that cover the spacecraft's Spore Scout Ships. Towering to 240' in height, these massive projections are 160' in diameter at their base and rise as partial ovoids, narrowing only near the tip. They have no salient features and are usually somewhat pitted (unless very new) from small meteorite impacts.

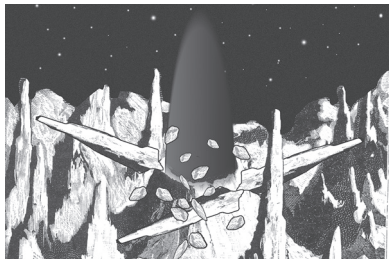
**A monolith towers before you, rising to well over 200' in height, and with a massive base more than 150 feet in diameter. The monolith, more of a partial ovoid, rises as a near vertical shaft, tapering only near the tip. The surface is somewhat pitted, and is composed of the same brown ceramic-like rock that covers the rest of the surface.**

These casements are made to protect the Spore Scout Ships that are sealed within from harm until such time as they are launched in search of new colonization areas. As such they are incredibly rugged, and can withstand 500 points of damage from sources outside of the Dark Visitor before crumbling (casement and Scout Ship).

Within this rocky casement resides the Spore Scout Ship, a self-contained vessel designed for the colonization of stellar bodies found to be suitable for new fungal colonies. Its actual dimensions are 300' long by 150' wide, and approximately 60' of the Spore Scout Ship extends through the outer crust of the Dark Visitor and into a large room known as a Spore Scout Ship Manufacturing Area. The scout ship may only be entered from its anterior section; that which extends into the manufacturing area. The aft section may be entered by an iris hatch that is a smaller version of those found on the surface of the Dark Visitor.

If the Spore Scout Ship is attacked from within the Dark Visitor (inside the casement) they can be destroyed by a mere 50 points of damage. If attacked by an explosive charge of any kind, there is also the possibility (at your discretion) that the shock wave might destroy the casement as well.

When the spacecraft is ready to launch Spore Scout ships, several fungi types, including at least one colony of Alien Master Fungi, are placed on board. The Directional Jets then fire to create spin. The centrifugal force thus created causes the Spore Scout ship to push outwards against the rocky casement, producing increasing pressure as it spins faster.



The casement eventually cracks and falls away, and when the centrifugal force reaches its apex, the iris hatch releases the ship

into space, sliding down the hull of the scout ship and closing immediately thereafter with only a minimal loss of pressure to the manufacturing area just vacated by the scout.

The Iris Hatch will not release the scout ship until the outer surface of the spacecraft registers a full 2 G (earth Standard Gravities).

### Toxin Defense Node



Several circular tiered towers also appear on the surface of the Dark Visitor. Measuring 18 feet at their base, these towers rise to a height of 20 feet and end in a shallow tube-like depression that points directly away from the surface of the spacecraft. These towers are the Dark Visitors only defense against actual attack: The Toxin Defense Nodes. If activated by aliens within the Control Center, these nodes spew forth volumes of defensive compounds made to confuse, disorient, indelibly mark, or destroy a potential enemy.

So great is the volume put forth by these nodes once activated that the entire Dark Visitor will be encased in a cloud 50' deep within 12 minutes.

Beneath these distribution towers lie large reservoirs of various chemicals including fungal hallucinogens, anhydrous oxidizing compounds, and heavy-metal toxins (such as lead oxide). You are encouraged to use any of these compounds should the characters cause significant damage to any exterior portion of the Dark Visitor (several examples are listed in previous descriptions).

The effects of the various compounds that might be released include:

**Anhydrous Oxidizer** (ammonia-like compound): all equipment and creatures caught within this cloud suffer 3d10 chemical burn damage each turn unless equipped with protective gear that is proof against chemicals of this nature. Ammonia compounds are the only oxidizing compounds to which the material of the Dark Visitor is resistant.

**Heavy-Metal Toxins:** are also released in a liquid slurry, and short out electronic equipment that is unsealed if the exudate (slime) contacts it. Any character making bare skin contact with this substance (perhaps later, while removing a space suit) suffers 2d8 damage that is very difficult to heal (Game Master's discretion on adjudicating this – partial healing being the most probable answer if medicament is applied) and die with 30 minutes if the toxin is not neutralized.

**Fungal Hallucinogens:** are capable of penetrating the seals of most protective space gear, and cause paranoia, visual and/or auditory hallucinations of the most terrifying type, or god-like feelings of megalomania (“Oxygen is for losers! Who needs a helmet?”). The effect of the Fungal Hallucinogen should be singular, but is left to the discretion of the Game Master.

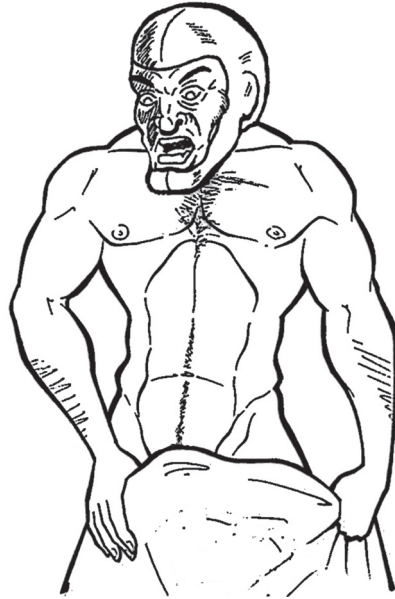
**Pink Security Fungus:** On occasion, the AI administering the Dark Visitor is incapable of identifying a specific threat. Rather than destroy a potential food source, the ship chooses instead to mark said threat with a highly aggressive saprophyte: Pink Fungus. Pink Fungus reacts with anything alien to the Dark Visitor (not grown on the ship). A vast cloud of this dry fungus is exuded by the node with the particles then adhering to any foreign substance touching the surface of the Dark Visitor. Should any form of magnetic or electrical energy be present (such as the electric field of a living body), a chemical reaction then occurs and the pink fungus begins multiplying at a fantastic rate. Within a few hours the entire foreign body is covered in a pink film that won't rub or wash off the body of the alien (player character) or their equipment.

## OUTER HULL ENCOUNTERS

From that point forward, all counter-measures employed by the Dark Visitor recognize the pink creature as a blight needing to be destroyed and/or removed from the ship. Any exposed equipment will appear to be bright pink, and the chemical signature exuded by this fungus is recognizable both by all the systems on board the Dark Visitor, and most scanning equipment used by characters. The only means for removing the fungus is to discard the affected equipment without allowing it to touch another, non-Dark-Visitor-spawned surface (tricky indeed!).

Attacks against any character or object covered in Pink Fungus are 50% more likely to succeed. This fungus also glows slightly in the dark.

Toxin Defense Nodes break off at a height of 3-4 feet above the ground if subjected to more than 100 points of physical damage, but are impervious to attacks involving heat or cold. The breaking of a Toxin Defense Node releases all of these toxins at once (all four) but restricts their dispersal to an area of 200' around the base of the node.



## Unique Outer Hull Encounters

The following encounters are for your use as you see fit. If the party seems to be having too easy a time of it, toss one of these in; if they are continually courting death, leave them out. When I play this adventure, I generally use about half of those found within the next few pages.

### The Trapped Vavereen

**Encounter Type:** Alien

**Location:** At the rim of either "B" Grabber

As the characters approach either of the Type B Grabbers, they will notice eleven strangely-shaped objects near its edge (see Grabber for description) that seem to move of their own accord. The objects are anthropomorphic and both their gestures and body language are completely alien.

**The rough surface of the asteroid changes ahead of you, becoming an uneven rubber-like surface in which a large, obviously manufactured object is slowly sinking. The object is a shiny white sphere approximately 100' in diameter with a large protruding fin and what might just be a propulsive jet attached near the top. Eleven anthropomorphic figures move near the edge of this rubbery area, gesturing in a fashion that provides no clue as to their intent.**

The anthropomorphic objects are Vavereen, an alien race of explorers whose vessel has been trapped in the Type B Grabber. Although they managed to escape in their powered suits, they have no means for rescuing their craft which is being slowly pulled into the maw of the Grabber.

As the characters approach, the aliens pay them only minimal attention, so intent are they upon finding a means for rescuing their spacecraft. They will gesture to the characters in a manner thought by their people to be friendly, but that has no meaning to the characters. As the characters approach to within 50 feet, the Vavereen will race around the edge of the Grabber toward the party to ask for help; an activity that will likely be misinterpreted as an attack.

### Vavereen Aliens (11)

**Appearance:** The aliens wear black specially made space suits that enhance their strength many fold.

Unsuited, the Vavereen look like little gray aliens with basketball-sized heads and large, light-sensitive eyes.

They have three fingered hands and three toed feet.

**Demeanor:** Given but a few minutes of time, and a few lines of communication as an example, the Vavereen will quickly learn the language of the characters. Stranded on the surface of the Dark Visitor as a consequence of their ship being consumed by the Grabber, the aliens are desperate, and seek only help. Although not further enumerated here, these aliens are powerful and provide myriad opportunities for your expansion in future adventures. If the characters can rescue their stranded ship before it is consumed, or at the very least help the Vavereen to leave the Dark Visitor, they gain a staunch and powerful ally. Their planet lies beyond this solar system, and is currently unknown to the Fleet.

If attacked they become furious, and retaliate with stunning force as their space suits are much like military grade tanks.

**Power:** 60% (12)

**Defense:** 55% (11)

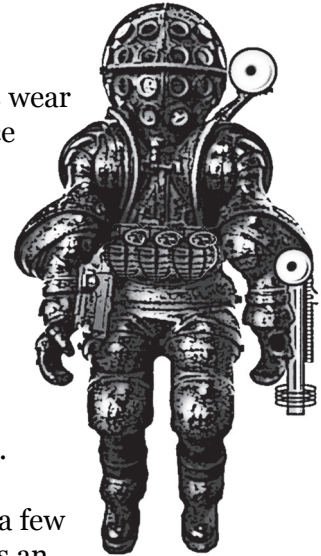
**Health:** 190

**Move:** 12

**Init:** 15% (+3)

**Damage:** Blaster Rifle Arm 4d20 (range: 300/+20% to attack), Grenades 5d20 (plasma explosion in a 20'diameter circle/range60'), Needle Pistol 25 (range:40/80/120, +15% to attack)

**Special:** If the alien space suits take massive damage they emit an interference field that bends light causing the Vavereen to vanish from the sight. This does not prevent detection by infra-red (or other non-visual spectrum) scanning.



## The Garmunchin (Mutated Borer Worm)

**Encounter Type:** Mutated Fungi Life Form  
**Location:** Anywhere on the Outer Hull

Borer worms are creatures capable of devouring the ceramic like material of the Dark Visitor, and are used by Center Control to create electronic pathways and accessways when needed for the interior of the spacecraft by the alien. A small amount of metal (type dependent upon need) is fed to the worm, and then an electronic scent probe is programmed and embedded in the nose of the creature to guide its path. The Borer Worm excretes the metal as it travels, leaving a trail of conductive material in its wake and sealing the passage it makes with this material. These Borer Worms range in size from fractions of an inch to nearly a meter in size and are capable of creating whatever pathways might be required as the ship grows and expands. In addition, the fungi that control the Dark Visitor are constantly attempting to improve the life forms they make use of as servitors and cohabitive partners. On occasion, this leads to unwanted mutations, such as the Garmunchin.

An escapee from the Fungi Propagation Vats in the Inner Ring (see page 75), the Garmunchin is literally invisible to the fungi that command the Dark Visitor. This mutated Borer Worm has no chemical signature that the fungi are capable of reading as it has developed an enclosed casing that functions as a biological airlock; its outer shell encloses all of its biologic processes in the same fashion that the outer shell of the Dark Visitor provides the fungi with protection from the extremes of open space.

Pushed to the surface of the Dark Visitor, this worm now roams the Outer Hull, seeking out its primary source of food: bits of discarded metal and radioactive compounds. Its need for these materials will make any characters present on the surface a prime target should they fall within the sensory range of this mutated beast.



## Garmunchin

**Appearance:** The Garmunchin resembles a segmented worm some 20 feet in length and with a diameter at its head of more than three feet. Its body is comprised of hard, chitinous rings which decrease in diameter towards the tail, with its final ring measuring a mere 2" in diameter. The worm's mouth, teeth and throat are metallic, and its throat closes when it opens its mouth to consume prey, protecting the interior of the worm from the harsh vacuum found on the outer hull. Once prey has been engulfed by this cavernous maw, the mouth closes, the throat opens, and digestion begins.

**Demeanor:** The worm is able to sense and will move towards any radioactive or metallic substance within 500' of its location. Beyond its need to feed, the worm has neither intellect nor motivation.

**Power:** 10% (2)

**Defense:** 65% (13)

**Health:** 16

**Move:** 4/flying\* 10

**Init:** 5% (+1)

**Damage:** Bite (special), OR Tail Whip 1d10

**Special:** The worm successfully attacks only 10% of the time (for systems using a d20, a 19 or 20) when attempting to swallow sentient food sources. The maw is able to fully engulf a suited human space traveler, and those engulfed (swallowed) suffer 4d10 damage per turn that they are within the belly of this beast.

Note: an adventurer's gear and outer suit will suffer this damage first. "Rescued" characters may be subject to the vacuum of space if rescued after their protective outer gear has been dissolved by the worm.

The outer shell of the Garmunchin is a calcium-based rock-like material that makes it nearly impervious to normal damage and attacks (hence the high defense). Its composition, however, makes it particularly susceptible to acid-based attacks. Attacks of this nature cause triple damage (3x) to the worm.

\*The Garmunchin is able to fly in a zero-gravity environment by expelling both gaseous and solid waste products from its posterior.



## The Abandoned Zemitab Ship

**Encounter Type:** Alien Technology

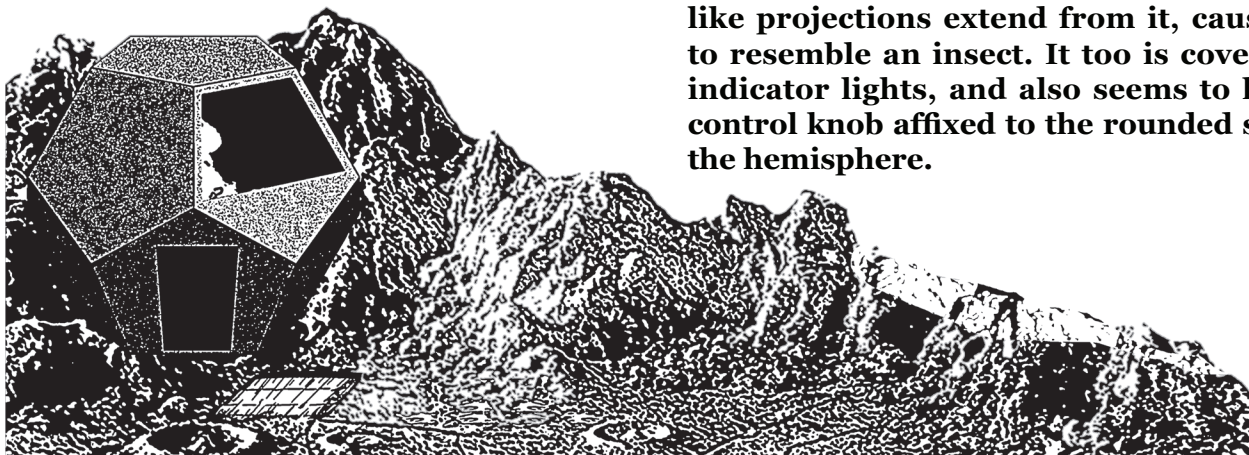
**Location:** Anywhere on the Outer Hull

At some time you determine, the characters will see a strangely ‘regular’ bit of terrain on the surface of the Dark Visitor. It appears obviously manufactured, even at a distance.

**In the distance you note a bit of the surface that is oddly regular. Various angles and shapes are far too geometric to be anything but manufactured.**

The ‘strangely regular terrain’ is actually the wreckage of a small alien spacecraft. It has been abandoned for some time, but still holds a spark of energy. This energy will register as a weak but steady signal on any equipment that scans for electromagnetic fields. It is generated by the power plant of the wrecked vessel, which is still partially functional. As the party approaches the wreckage, they will be able to discern greater detail.

**The terrain now reveals itself as the wreckage of an abandoned, and obviously alien, spacecraft. What remains appears to have originally been pentagonal in shape, and made of a pitted white metallic material. You surmise that the object is abandoned as it is missing both an entry door, which you can see lying nearby, and its viewport, shards of which lie scattered about the ground nearby.**



The spacecraft lost control when its sensing apparatus came into contact with the spore cloud of the Dark Visitor. The craft was disintegrating rapidly, and the crew was soon flying blind; shortly crashing into the surface of the Dark Visitor. The hull is made of a plastic-like material unidentifiable by the Dark Visitor, and so the wreckage has been left in place by the fungi aliens. If the characters enter the spacecraft, they discover still more.

**The interior of the craft shows damage as well. Support beams lie at crazy angles within, and various unidentifiable bits of rubbish lie everywhere. Two objects, uniquely regular and rounded in shape, attract your attention. One appears to be a circular ball with two 12” long curved grasping arms protruding from it, and two smaller segmented arms, each perhaps 1” in diameter and 6” long protruding from its far side. The other is similar, but has two rounded segments and 6 protruding arms measuring 3’ in length and with a diameter of 4”.**

**Also lying on the floor are two pipe-shaped objects. Each 2’ long by 8” diameter object has a 4” internal diameter that extends only part-way along its length, and a number of what can only be indicator lights mounted along its outer-shell. The objects terminate in a narrow tube some 2” long with a 1” diameter that has disk-shaped heat sinks mounted along its outer diameter.**

**Finally, lying amid the rubble is a strange, hemispherical object attached to an object resembling a belt some 3’ long. Four leg-like projections extend from it, causing it to resemble an insect. It too is covered in indicator lights, and also seems to have a control knob affixed to the rounded side of the hemisphere.**

## UNIQUE OUTER HULL ENCOUNTERS

The two rounded objects with protruding arms are actually the remains of a Zemitab crewman who was beheaded during the crash (the non-segmented object is his head, the segmented object his body).

The two pipe-shaped objects are fully functional **Zemitab Blasters**. They are made to fit over the legs of the Zemitab (an ant-like race) and will ill accommodate the 'suited' hand of a character, but may be used if modified should their function be divined by a character with appropriate skills. The Zemitab Blaster provides a bonus of +20%/+4 to a character's attack roll, causes 45 points of damage with every blast, has a range of 450 yards, and can form plasma shots every other combat turn. Its generator is good for 50 shots. Note that the energy from this weapon can cause significant damage to equipment should the intended target be missed. The exact effect of the Zemitab Blaster on equipment will vary with the role playing system used, and so is left to your discretion.

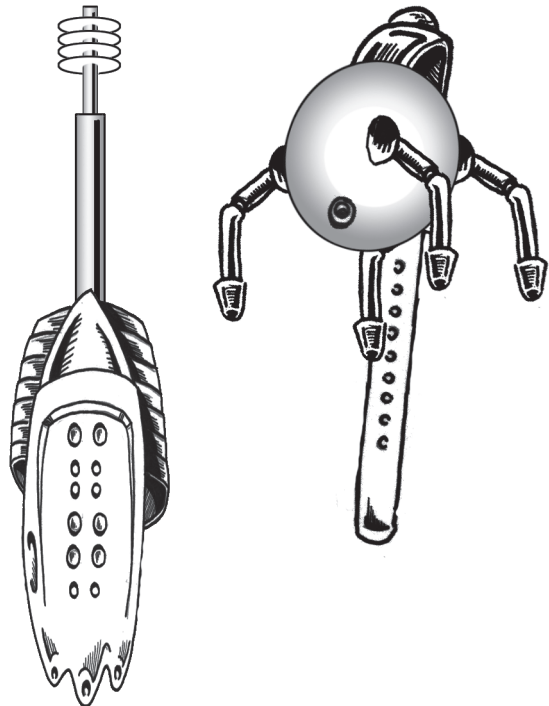
The strange hemispherical object is a **Zemitab Force Field Generator**. The field generated by this unit withstands 100 points of damage before failing and allowing energy or material to pass through to the character. This force field is clearly visible to any equipment that scans for electro-magnetic (EMF) energy and it regenerates this 100-point field every turn. The Force Field Generator is charged by a tiny plasma power source that will last for five years. The control knob on its rounded side allows the user to 'filter' the size of the materials that can be passed thru its generated field. It has three settings:

**Atomic:** This setting allows no material or energy to pass through the field. It will not allow the character to touch any objects, and will make interacting with equipment which extends more than 3" from the character's body difficult.

**Molecular:** This setting allows the passage of light gasses and atomic structures no more than three atoms (about 6 angstroms) in width. This setting also allows the passage of all forms of energy. Use of this setting will not protect a character from vacuum, but will allow them to breathe only oxygen in an area contaminated by smoke or heavier chemicals. It also functions as a biologic filter.

**Impact:** This setting performs as would a suit of padding; an armor that reduces any violent impact suffered by the Zemitab. It provides no protection from microscopic or energy intrusion.

The Zemitab Force Field Generator also contains a telepathy 'line repeater'; a telepathic booster that allows the Zemitab to communicate freely over 400-500 miles distance (depending on atmosphere and other conditions). The Zemitab are a telepathic race, and normally receive instructions and communication by tapping into what they term, "the hive mind"; a gestalt intellect that truly is a unification of all Zemitab intellects that are within range. The characters will notice none of this should they either use or handle the Force Field Generator, but will become subject to the direction and orders of any Zemitab within 500 miles, with their ability to resist this intrusion mentally left to your capable adjudication. This will become critical when they approach *Area I, The Zemitab Refuge* within the *Outer High Gravity Ring*.



## PART TWO: INSIDE THE SPHERE

The Dark Visitor is a sphere with inner rings, much like an onion, and the position of various functional areas within the sphere are dependent upon the need for gravity of lesser or greater extent to facilitate these functions. Once the characters have found a way through the Outer Hull, they find themselves within the Outer High-Gravity Ring region, unless they have used the Central Elevator, which may take them to any interior level.

### Basic Information on the Inner Ring Levels of the Dark Visitor

#### Access

There are three means of accessing the interior of the Dark Visitor from the outer hull:

Enter through the membrane of a *Grabber* (see page 12) which is extremely dangerous. Those entering through a Grabber find themselves in the appropriate (same as type of Grabber, A, B, or C) Crushing Station area.

Enter through an *Iris Hatch* if the means for causing the Iris Hatch (see Hatches and Access Passages column right) to malfunction may be ascertained. Those entering via an Iris Hatch find themselves in the unique Area C that corresponds to the surface hatch through which they entered.

And lastly, characters might enter via the *Central Elevator* (see The Central Elevator on page 11) if this mechanism can be induced to function. Those entering via the Central Elevator discover the elevator has three stops, and that the doors open at each stop in order to assure proper pressurization. The elevator stops for five full minutes while the pressure is allowed to equalize between a given level and the interior of the elevator. If the characters enter through the shaft in the absence of the elevator, they find the Sphincter Hatches at each level tightly sealed.

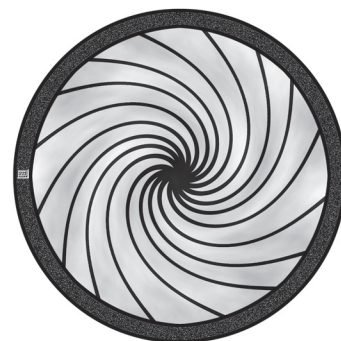
#### Visual Acuity Within the Sphere

As none of the resident fungi within the sphere require a light source for 'sight', there are no light sources within the Dark Visitor, although some of the manufacturing processes create 'waste light'. Characters that have not thought to bring along some form of portable external light source or means of gaining visual acuity without using light from the visible spectrum will be sorely disappointed.

#### Hatches and Access Passageways

Perhaps the most perplexing aspect (from a character's perspective) of the interior of the Dark Visitor is the lack of orientation in the passageways that interconnect the interior. All connecting corridors within the Dark Visitor are round to facilitate movement in Zero-G, and have evenly spaced and rounded ridges every 6" to allow for traction by the pseudopodia of the various types of alien fungus that traverse it. Servitors move easily through this environment in zero gravity by using compressed air jets, and by using their own mechanical pseudopods when the sphere is utilizing spin gravity. Two sizes of passageway exist: 2-meter (6') diameter passages and 4 meter (13') diameter passages. All passages within the ship have a sphincter hatch every 200' (61 meters) in the event of catastrophic decompression.

Hatchways exposed to the rigors of space outside the sphere are commonly Iris Hatches. Iris Hatches are composed of an unknown and highly resilient metal alloy, and their operation is controlled electronically, either by means of commands received from the Control Center, or received from a Servitor in close proximity that is able to make physical contact. These hatches are very simple, and any electrical source applied to a hatch is likely to cause it to function (either open or close).



## INTERIOR COMPONENTS OF THE DARK VISITOR

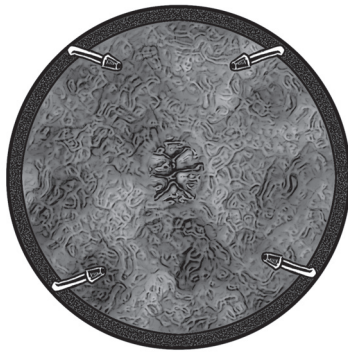
Hatchways not normally exposed to the rigors of space must still be able to withstand extremes of pressure, and must therefore form a microscopically tight seal. Sphincter Hatches are designed with this pressure variability in mind, and are used for most interior hatchways. Sphincter Hatches are actually living entities that respond to chemical signals sent to them from the Control Center, from individual fungi, or from a Servitor. These hatchways are comprised of a rubbery living membrane that is generally 2-3 meters in thickness. The hatches are highly resistant to pressure and extreme heat and cold, but are far less resistant to extreme chemical exposure and impact. Chemical dispersants controlled by automatic data processors (for communication purposes) are found in a ring surrounding all Sphincter Hatches. The chemical signals are non-toxic and non-corrosive and the data processors that control these portals may be controlled, reprogrammed, or fooled by any character with appropriate skill (at your discretion).

Unless otherwise stated in the area descriptions, standard Iris Hatches withstand 160 points of damage, while standard Sphincter Hatches withstand only 60 points of damage before failing.

### Electronics and Communications

All of the unused space within the sphere is populated by a honeycomb-like ceramic material that was originally secreted by the giant spore that forms the structure of the spacecraft. When additional areas are required for interior systems, space within the sphere is created via the use of a fungal parasite known as a Borer Worm. These worms are present within the ship, but are carefully controlled by the alien fungi.

Borer Worms eat calcium and like compounds, destroying the material from which the sphere is made. When 'eating' the honeycomb-like interior structure, this leaves very little waste. When consuming any other type of material, the worms excrete all non-ceramic type compounds. The aliens use this aspect of the Borer Worms to create electrical conduits for communication and data transfer throughout the Dark Visitor.



When a new electrical pathway to a system is needed, or an older pathway develops a fault and needs to be replaced, a Borer Worm is released to a Master Fungi. The fungi then extends a pseudopod with a specially manufactured control node on the end; a node that prevents the worm from contact, and dissolving as a food source, the fungi. The node then automatically feeds the fungi

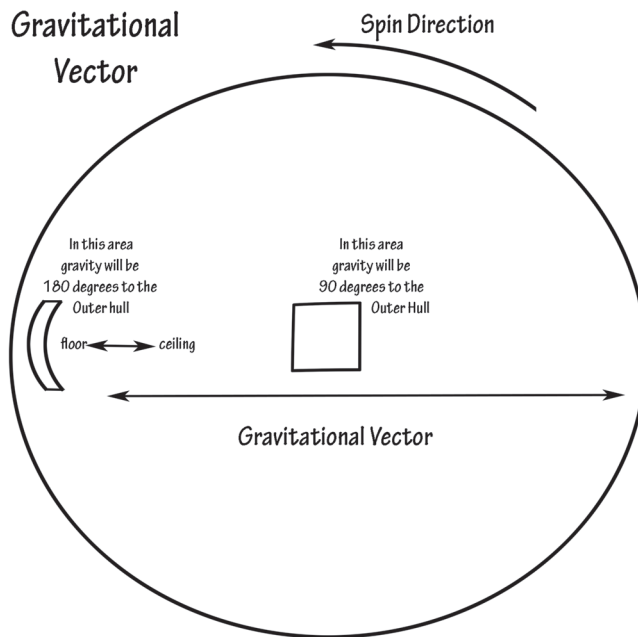
a conductive metal (silver, gold, etc.) and directs its path through the ceramic honeycomb of the ship's interior. As the worm eats paths through the interior, it excretes the conductive metal, creating a circuit or data pathway. The size of these pathways is dependent upon the size of the worm used, but they range from millimeters in diameter for data paths, to several dozen centimeters in diameter for the distribution of high-amperage power.

Characters attempting to tap into and perhaps subjugate the Dark Visitor's power or artificial intelligence may access these conductive pathways by digging into the hard material that forms the interior structure of the ship, or by accessing any of the numerous protrusions of this network that occur whenever a data node or data processing device is present for the control of interior systems.

### Gravity and Depth

The outer ring contains all of the systems within the sphere that require occasional gravity for proper functioning. While normally the entirety of the Dark Visitor functions at Zero-G, this level is most greatly affected when spin gravity is initiated. Should you decide that it is time for a bit of gravity, check the description for an area to ascertain the gravity that is created. The sphere functions with only maximum, or no gravity (although partial gravity exists as spin is either initiated or halted), and the degree of gravity obtained is directly correlated to the distance from the center (depth below the outer hull) that an area or system within the sphere resides. When not at zero gravity, areas within the Outer High Gravity Ring may experience from 1.1 to 1.9 standard Earth gravities. The precise gravity experienced when under spin varies by area, and its depth below the outer hull, and is noted in each area description.

The second and perhaps more important aspect of the gravity that might occasionally occur in this section of the Dark Visitor is the orientation of that gravity. Gravity in this region ('down', if you will) is invariably 180 degrees vertically from the Control Center, although it may also vary (at your discretion) up to 180 degrees horizontally from the Control Center. In simple terms, the outer hull will always be 'down', but it may be almost sideways in the horizontal plane. Once you have established the vector (and it can be anywhere within this range) as Game Master, be sure that it does not change from area to area as your players continue their explorations, at least until such time as spin is deactivated, and gravity ceases all together. The diagram at right is provided as an aid to keeping track of this vector.



### Wandering Monsters

Wandering Monsters within the passageways of the Dark Visitor are rare, but traffic through the halls of the Outer High Gravity Ring, while infrequent, does occur. In most cases a 5% chance per 200 feet (61 meters – the distance between interior passageway Sphincter Hatches) of passageway traversed should be considered 'normal'. If the characters are creating a disturbance, however, the Game Master should feel free to toss in any encounter he feels would be appropriate to the response mounted by the Alien Master Fungi in the Control Center of the vessel. The only wandering monsters that should normally be found within the Outer High-Gravity Ring are Servitors, Yellow Fungus, Spongoids, and Zoombees (see Entity Database, page 95).

### Pressure and Atmosphere

The atmospheric pressure and chemical composition of the atmosphere in the various areas of the Outer High Gravity Ring are also somewhat variable, and are based on the requirements necessary for the proper functioning of ship's systems in a given area. As a standard, most areas are pressurized at 1180 millibars (slightly higher than standard Earth pressure) and the atmosphere is comprised of 80% Nitrogen (N<sub>2</sub>), 2% Carbon Dioxide (CO<sub>2</sub>), and 18% Oxygen (O<sub>2</sub>). In layman's terms, this atmosphere is breathable for limited periods of time (1-2 hours) but eventually causes a deterioration of motor skills due to the high nitrogen and CO<sub>2</sub> content. This environment also has a high humidity factor (75%) and causes characters relying on 'cabin air' within the outer ring to tire quickly. Deviations from this standard humidity, chemical composition, and pressure are noted in the introduction of each area description.

### Damage Caused by the Investigating Party

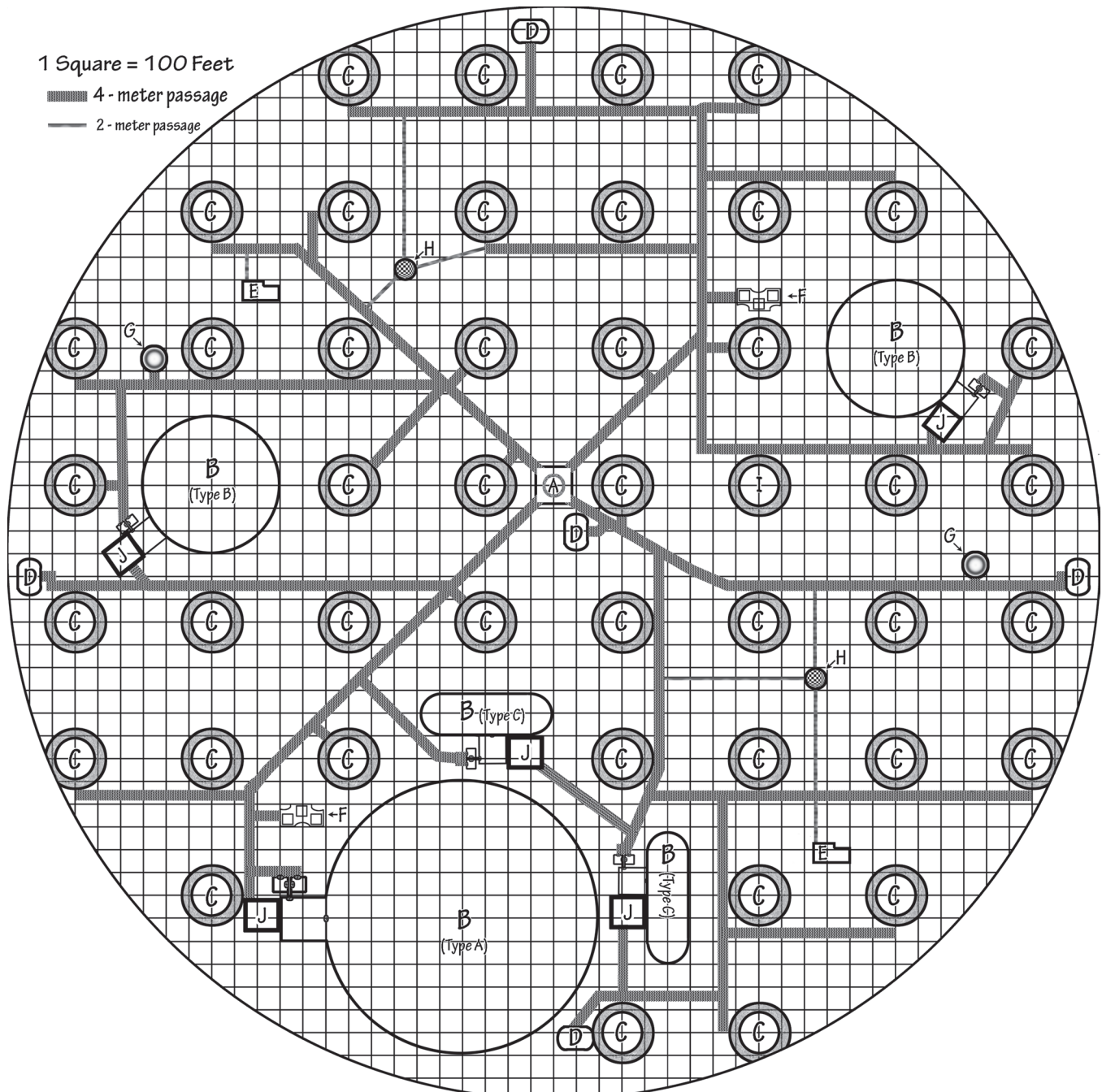
It is worthwhile to note that the systems aboard the Dark Visitor are highly integrated, and, should any of them be damaged by the characters, the effects of said damage might extend well beyond the system or section in which this damage occurred. Take note as the characters explore the interior of the Dark Visitor and use your best judgment as to the introduction of toxins, lack of atmosphere, potential flooding, increased or decreased pressure, etc. that might result from the character-inspired damage suffered by any major system aboard the ship.



# THE OUTER HIGH GRAVITY RING

## DETAILED DESCRIPTIONS OF AREAS IN THE OUTER HIGH GRAVITY RING

The Dark Visitor is a self-contained habitat, almost a world unto itself, which is meant to provide life support and exploration for decades at a time. Many processes occur within the sphere to accomplish this task. Those functions that require gravity, or require close proximity to functions that occur on the outer hull, are consigned to the Outer High-Gravity Ring of the Dark Visitor. Refer to the map for this level/ring below as the characters embark upon their explorations of the sphere, and refer to the descriptions that follow should they enter any of the alphabetically marked areas.



### A: Central Elevator Landing

The Central Elevator stops on this floor and opens into a large open area with four Servitor uplink (transferring data to and from the Control Center) and recharge stations. Four large passages lead outwards from this area to various other portions of the ship. You may decide to place one or more Servitors (see *Entity Database*) in these stations, but the area is normally deserted.

### B: Crushing Station

Beneath each Grabber on the outer hull is a complex system for processing the material captured by the Dark Visitor. There are three sizes of Crushing Station within the Outer High Gravity Ring, but their function is nearly identical; they differ only in size. The following information applies to all of these Crushing Stations.

**Gravity during spin:** 1.35G

**Depth:** 25-500 feet

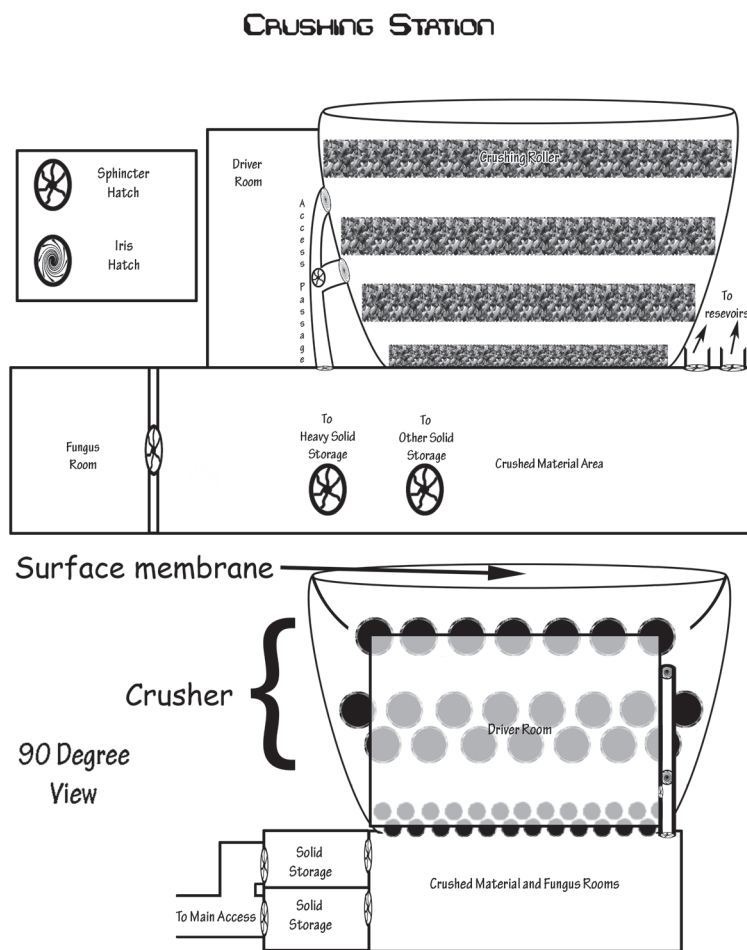
**Pressure and Atmosphere:** 82% Nitrogen, 2% CO<sub>2</sub>, 16% O<sub>2</sub> at 900 millibars pressure (90% Earth Normal) unassisted breathing is possible but difficult and toxicity at the rate of 1-4 points damage per turn occurs after 5 minutes of direct (no protective gear) exposure.

The Crushing Station is actually a complex made up of 5 separate areas with interconnecting hatches and passageways: The Crusher, The Fungus Room, Crushed Material Area, Driver Room and Solid Storage Areas. The diagram here illustrates these areas.

The area near the top of the diagram that lies just below the membrane of the Grabber is known as the Crusher. It contains a series of hardened rollers spaced at regular intervals which spin, crushing material that will not pass through the space between them and propelling the crushed material downwards towards the Crushed Material Area. These rollers are activated when any material physically contacts them (unless deactivated using the control station in the Driver Room).

There are three tiers of these rollers with space in between for roller maintenance and replacement. A passageway sealed by an Iris hatch provides access to the space between the first and second tier of rollers and a second passage and hatch provides access to the space between the second and third tier of rollers. In Type A Grabbers, the space between the Grabber and the first tier of rolls is 10 meters (33'), while the space between the first and second tier of rollers is 30 meters (100 feet). The rollers are 1000' in length and have a diameter of 30 meters. There are three offset rows of these rollers in the first tier. The hatch that provides access to the area directly beneath these rollers lies at a depth of 36 meters (120'). The rollers here are designed to reduce the longest linear measurement of any material deposited within them to 3 meters (10').

*Crushing Stations lie beneath the outer hull membranes of Type A, B, and C Grabbers.*



## THE OUTER HIGH GRAVITY RING

As such, any characters that are transferred to the Outer High Gravity Ring by virtue of having passed through a Type A Grabber may survive passing through this first tier of crushers, although there is significant risk of injury and damage to equipment. Those unable to deftly avoid the rollers suffer 3d20 damage before passing this barrier. Material passing through the first tier of rollers is propelled towards the second tier of rollers at a rate of 1 meter/second (characters have 29 seconds to avoid contacting these rollers). Characters may escape through the Iris Hatch that provides a portal between the access passageway and this area if they apply electrical current to the Iris Hatch (in the same fashion as those on the outer hull; see page 24).

The second tier of rollers also begins function only when physically contacted by material transported there by the first tier of rollers (characters escaping through the Iris Hatchway into the access passage while prevent these rollers from functioning unless gear or other material does not also escape).

The funnel through which the material within The Crusher portion of the Crushing Station passes narrows, however and the rollers here measure only 500' in length with a diameter of 20 meters. There are three offset rows of rollers in the second tier, and they are designed to reduce the longest linear measurement of any material passing through them to 0.3 meters (1'). No character survives a passage through the second tier of rollers, although some equipment might (at your discretion). The space between the second tier and third tier of rollers in a Type A Grabber is 20 meters (65') and the hatch that provides access to the area directly beneath these rollers lies at a depth of 91 meters (300'). Material passing through the second tier of rollers is propelled towards the final tier of rollers at a rate of 1 meter/second.

The last tier of rollers begins to function the moment the second tier begins to spin. The funnel portion of the Crushing Station narrows to a mere 250' in diameter and there are three layers of 50'-long rollers that are a mere 6 meters in diameter. The layers are juxtaposed 90° from one another in order to pulverize material that passes through. These rollers are maintained from below, and empty directly into the Crushed Material Area.

In Type B Grabbers, the dimensions for rollers, the crusher components, and spacing, are exactly one half those listed above. The speed with which material is transported within the Grabber is the same, however, so the time allotted to characters for escape or exploration is cut in half.

In Type C (also known as 'Dust') Grabbers, the dimensions for rollers, the crusher components, and spacing, are exactly one tenth those listed for Type A Grabbers. The speed with which material is transported within the Grabber is the same, however, so the time allotted to characters for escape or exploration is cut to one tenth that available in an A-type Grabber. Exploration of a Type C Grabber is only practical if the interior of the Crusher is accessed from one of the two Iris Hatches that provide access to the 2 and 3 meter open areas that exist between the roller sections of a Type C Grabber.

Beneath the Crusher in each Crushing Station resides the Crushed Material Area. Here material pulverized in the crusher above is deposited for further refinement by Decomposition Fungus that resides in the Fungus Room portion of a Crushing Station. The area varies in size according to the size of the Grabber on the Outer Hull that it services:

Crushing Stations found beneath Type A Grabbers have a Crushed Material Area measuring 62 x 62 meters with a depth of 60 meters, while those found beneath Type B Grabbers are half that size, and those beneath Type C Grabbers are one quarter (25%) of that size. In all other respects, the Crushed Material Areas are identical.

Those entering a Crushed Material Area will find several nozzles are present in the outer walls which spray all incoming material transported here by the rollers above with a nitrogen-based compound in order to make it more palatable to the Decomposition Fungus. Three Sphincter Hatches lead from this area: two that provide access to storage areas where material refined (secreted) by the Decomposition Fungus is stored, and one that allows the pseudopods of the Decomposition Fungus access to the material stored in this area. These hatches are found in the 'walls' of the room (those sides of the room which are oriented perpendicular to the outer hull).



The floor (the portion that is closest to the outer hull) of this room contains the final set of rollers (which occupy about 50% of the floor space), two small ports for exhausting the gaseous bi-products of the Decomposition Fungus, and an open, 2-meter diameter ribbed passageway that leads to the Iris Hatches and access to the interior of the Crusher section, and to the Drive Room that provides power to the rollers in the Crusher. When characters enter this area, remember to alter the description if spin gravity has been initiated.

**A large area encompassing some 60 cubic meters lies before you. The wall that lies towards the outer hull has several large half pipes protruding from it, a series of them that covers nearly half the floor. These half-pipes have a rough surface that glints like diamonds in the light as you shine the light upon them. A 2-meter passageway leads away into darkness and also pierces this same wall, as do two small half-meter openings. Two of the other walls are pierced by oval sphincters measuring three meters in height and that are two meters wide. One wall contains two of these portals separated by ten meters, the other contains but a single sphincter. The wall opposite the wall with the half-pipes is smooth and unadorned, while the two remaining walls have protruding nozzles about 15 centimeters (6") in length and diameter spaced at intervals of one meter covering much of their surface.**

If the characters have equipment or the ability to detect atmosphere and pressure, add:

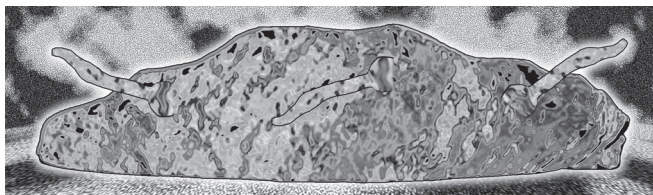
**There is pressure here, and atmosphere.**

You may also wish to add the makeup of the atmosphere, its humidity and its breathability if they are able to ascertain this.

Material deposited here is sprayed by the nozzles with a Calcium/Sodium/Hydrogen compound, after which the Decomposition Fungus in the Fungus Room extends several pseudopods through the sphincter hatch that leads to its habitat and it devours any material in this area. It then excretes refined materials, including any unused nitrogen.

The sprayer activates when the third set of rollers (that which form a portion of one wall in this area) activate. Any characters present in this area will then be sprayed with this Calcium/Sodium/Hydrogen compound and attacked by the Decomposition Fungus 30 seconds later. Characters opening the hatch into the Fungus Room will likewise be attacked. Note that the size of the Decomposition Fungus is also proportional to the size of the Crushing Station, and the Grabber it serves.

The two small half-meter openings allow the passage of refined gasses that occur during the decomposition/excretion process. They lead to an Exhaust Separator that divides the relatively pure oxygen, NO<sub>2</sub> and CO<sub>2</sub> from any other waste gasses that might be present. These gasses are then sent to an Atmospheric Control Station in the Inner Low Gravity Ring (see page 60). Note that in order to expel these waste gasses from this area, gravity must be initiated.



### Decomposition Fungus

**Appearance:** The actual mass of a Decomposition Fungus is nearly shapeless, appearing as a variegated green and purple undulating blob. The size of this mass can range from 10 square centimeters to 30 square meters. When attacking, the mass extrudes two pseudopods that are from 2 to 10 meters in length and range from 5 to 50 centimeters in diameter.

**Demeanor:** Hungry; low-animal intelligence. If its pseudopods are attacked in the Material Storage Area, the Decomposition Fungus retreats through the sphincter hatch into the Fungus Room.

**Power:** 15% (3)

**Defense:** 10% (2)

**Health:** 10 (all pseudopods) or 240 (main mass)

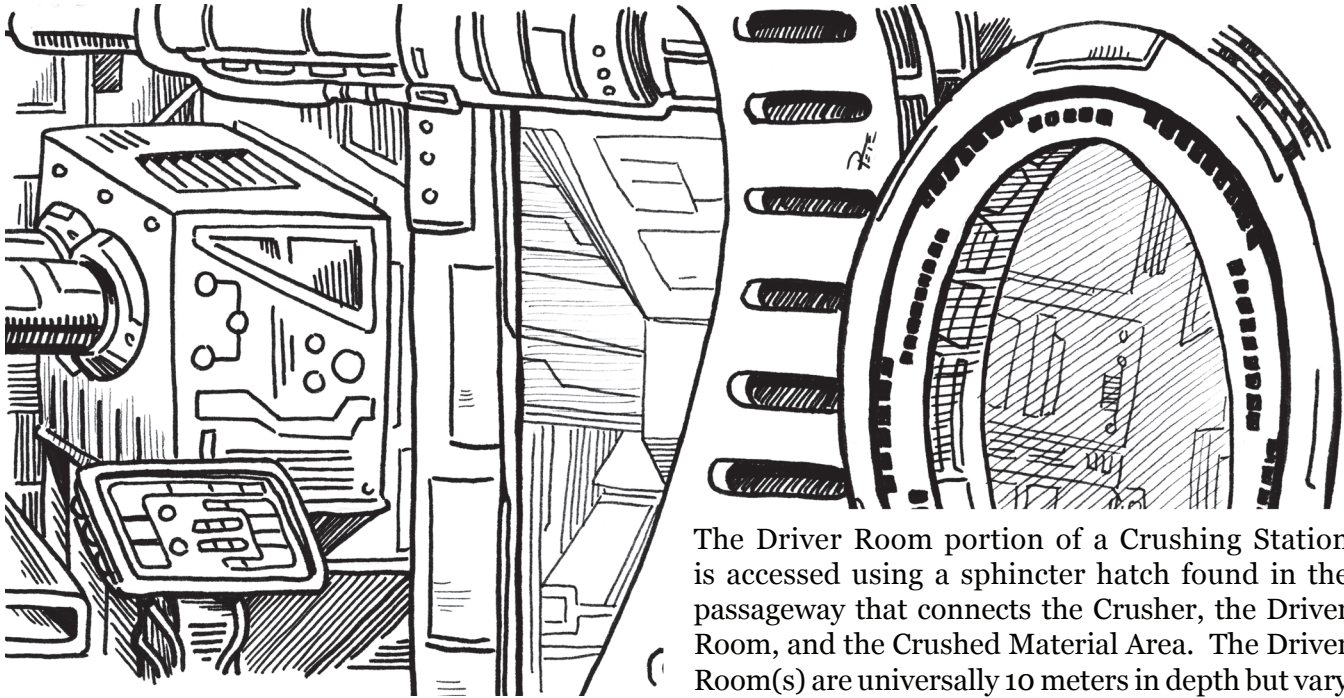
for Type A/120 for Type B/70 for Type C

**Move:** 18 (pseudopods) or 1 (main mass)

**Init:** -10% (-2)

**Damage:** Caustic Oxidant 2d20 (per pseudopod attack , 1-6 of these per round)

## THE OUTER HIGH GRAVITY RING



**Special:** The fungus will initially create 2 pseudopods to investigate any intruder or possible food source, and will then add one pseudopod per round of combat until it has created 6 in total (the maximum number it can control). Each of these pseudopods attacks with a hit causing a splash of chemically reactive goo that effects flesh, metals, and organic material, but that is ineffective against glass, plastics, and ceramic materials. Each pseudopod that is destroyed saps its health from the health of the main mass, and the fungus will cease creating pseudopods when it has ten or fewer Health points remaining in its main mass.

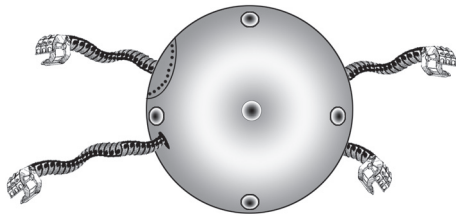
Decomposition Fungus is immune to cold-based attacks, but suffers double damage from acid-based attacks.

The Fungus Room area of a Crushing Station measures 30 meters square by 10 meters in height for Type A Crushing Stations, 15 meters square by 10 meters in height for Type Bs, and 5 meters square by 5 meters in height for Type C Crushing Stations. It may only be accessed by the sphincter hatch that connects it to the Crushed Material Area. This room contains only a Decomposition Fungus, and a 10 centimeter duct that regulates atmospheric composition, humidity, and pressure. This duct leads back to an Atmospheric Control Station within the Inner Low Gravity Ring (see page 60).

The Driver Room portion of a Crushing Station is accessed using a sphincter hatch found in the passageway that connects the Crusher, the Driver Room, and the Crushed Material Area. The Driver Room(s) are universally 10 meters in depth but vary from 300 meters by 150 meters for those that serve Type A Grabbers, to 150 by 75 meters for those found beneath Type B Grabbers to 75 meters by 45 meters for those servicing Type C Dust Grabbers.

The area is filled with large electric reduction motors that produce the tremendous horsepower needed to drive the rollers within the Crusher. At least one Servitor is present in the event of an emergency (such as a new and unknown material acquired by a Grabber that creates problems within the Crusher mechanism) and as these automatons need no support (they are flight capable in Zero-G), no connecting catwalks, ladders, or ramps are present. The equipment here is quiescent unless material is within the Crusher unit, but the motors may be started individually from within the driver room for testing and diagnostic purposes. The mechanism that activates any of these motors is quite simple, and may be quickly ascertained by any character attempting to do so. The engines may likewise be turned off as simply. The single Servitor found in this area of the Crushing Station will not attack intruders unless the Decomposition Fungus in the area below has been attacked, but it will observe any intruder, and will send any observed data back to the Control Center via a data input node present at several locations within this area. The node is a simple 5 centimeter multi-pin access port. If the Decomposition Fungus has been attacked by the party, the Servitor will attack.

**Servitor**



**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4') in diameter. Its outer shell appears to be a white metal, but it is in reality a high memory ceramic capable of withstanding extraordinary impact, temperature, pressure, and chemical stresses. The outside of this ball contains four large and 12 small apertures. The small depressions emit jets of compressed gas that allow the Servitor to propel itself easily and in a highly controlled manner in a Zero-G environment. The four larger holes are capable of sprouting flexible metal pseudopods that end in either grasping fingers or data-uplink connectors, at the discretion of the Servitor. The Servitor may thus extend up to 4 pseudopods at one time. Should gravity be present when the Servitor is observed, at least two of these pseudopods will be present as it will be using them for locomotion.

**Demeanor:** At the center of each Servitor is a Yellow Fungus colony that controls the Servitor. This allows the Servitor to operate in a completely independent fashion, and to adapt to changing situations with both ease and intelligence. Despite this functionality, Yellow Fungus have only moderate intelligence, and need to uplink often in order to receive updated commands from the Control Center.

**Power:** 25% (5)

**Defense:** 40% (8)

**Health:** 90

**Move:** 10

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x 1-4 at your discretion)

**Special:** If uplinked when attacked, the characters will find the Servitor readily able to adapt to any developing situation. If not, the Servitor may be easily avoided or even duped into a pre-programmed reaction. Servitors are capable of moving objects up to ten times their mass in a Zero-G environment. Servitors are powered by a battery with a life of 6 hours that is recharged (to some extent) whenever the Servitor is linked to a data uplink.

There are also two **Solid Storage Areas** attached to any Crushing Station. Each has access to the Crushed Material Area via a sphincter hatch, and Servitors are generally dispatched to move material refined by the Decomposition Fungus from the Crushed Material Area into one of these two rooms. Each is further connected to a main passage within the sphere via a second and opposite sphincter hatch for ease of distributing refined materials throughout the sphere. The rooms measure 20 meters per side and 15 meters per side. The material is placed into the two separate rooms based upon its composition: materials for organic use are placed in the larger of the two rooms, while heavy metals, isotopes, and materials for inorganic use are placed in the smaller of the two rooms.

Should any character stumble into the larger, Organic Material Storage area they will find any (or all) of the materials listed below, at your discretion:

- 1) High Nitrogen Bricks (fungus food)
- 2) 1-gallon-sized cohesive (it sticks together via ionic bonding) water globules
- 3) 1-gallon-sized cohesive methanol globules (fuel)
- 4) Rubber bricks (natural rubber-like material)
- 5) Calcium Bricks
- 6) Any other material of an organic nature the Game Master might find suitable to his campaign.

Should a character investigate the smaller, Inorganic Material Storage Area, area they will find any (or all) of the materials listed below, at your discretion:

- 1) Gold Bricks
- 2) Silver Bricks
- 3) Copper Bricks
- 4) Various isotopes in brick form
- 5) Tungsten or other heavy metal bricks
- 6) Any other material of an inorganic nature the Game Master might find suitable to his campaign.



# THE OUTER HIGH GRAVITY RING

## SPECIAL ENCOUNTERS WITHIN CRUSHING STATION STORAGE AREAS

### High Radiation Material

**Location:** Game Master's choice of storage area beneath a type B Grabber

At some time in the recent past, one of the Type B Grabbers captured and consumed a highly advanced but small alien spacecraft. Its propulsion system, fueled by incredibly dense and highly radioactive material, was reduced to ingots by a Decomposition Fungus that later died (and was replaced).

The material was unfamiliar to the fungi of the Dark Visitor, and considered dangerous. It was therefore placed in its own, sequestered storage chamber, apart from other materials. So powerful is the radioactive emanation from this material that it can be detected by any craft scanning for radioactive sources up to 100 miles from the chamber (including near-orbit spacecraft). Scans of this material will confirm its exceptional value as a fuel source.

Should the characters open the Sphincter Hatch to this area, they see:

**Before you lies a 150' cubical room. At the center of this area a pile of 100 silvery 12" cubes radiate an intense blue glow so powerful it is very difficult to look upon. The cubes are neatly stacked in 10 rows of 10 cubes.**

The cubes emit deadly radiation, but in a radioactive configuration that decreases dramatically (to non-toxic levels) only 1' beyond each cube. Characters that move to within this range suffer 6d10 damage for each minute they are exposed to one of these cubes. So virulent is this radioactive source that within seconds characters will form blisters on any unprotected skin, and hair will begin to fall out from any exposed area of the anatomy. Should the characters develop some means for handling the cubes, they feel quite slippery to the touch and are difficult to handle. In addition, each cube is quite heavy and weighs 100 pounds.

### Seeds of Destruction

**Location:** Your choice of storage area beneath a type C Grabber

The Crushers that lie below the Grabbers on the surface of the Dark Visitor are meant to render normal, non-fluid materials into their smallest component parts. They are not equipped to render more fluid forms into the same digestible micro-sizes. Sometime in the recent past, an alien life form capable of mutating its form into a fluid mass was drawn within one of the "C" Grabbers. Avoiding destruction by the Crusher, it has been retrieved by the Servitors and placed within a storage area as would any refined material. The fungi aboard the Dark Visitor have no idea that this collection of raw materials is alive... and reproducing.

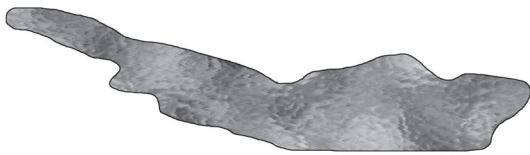
**At the center of this chamber are seven, 10' tall, dark green cube-shaped forms. The surfaces of the cubes are rubbery and appear fluid; with a general form but a constantly shifting shape, they seem strangely alive.**

The cube-shapes are actually the adult form of an alien entity. Two of the cubes are pregnant, and have fist-sized bulges at their bases. When characters approach, these aliens, their survival instinct already aroused by their rough handling in the crusher, form a rent at this bulge, spilling forth smaller green-glowing cubes measuring 7" on a side. These cubes are the alien's offspring, and they are born metamorphosed for survival.

Normally, the female has one egg a year as it is a painful process. Now in survival mode, the females are reproducing at a breakneck pace. Each 'bulging' alien adult will release three of the glowing green cubes. These cubes are not only offspring; they are also a very effective defense. Each explodes if handled roughly, coating all within 20' of their location with a highly corrosive acid causing 3d20 to both exposed flesh and non-acid-resistant equipment. Each cube may be handled with care, and weighs 2 pounds. (The average character might use this cube as a weapon, and should be able, at your discretion, to throw one up to 30').

If the characters leave the cubes alone, the seven adult aliens will liquefy themselves into pools of green slime and head for the nearest open exit (assuming a hatch is left open while the characters investigate). The adults are extremely fast, and will leave this area as rapidly as possibly (and with good reason).

If left undisturbed, the cubes will hatch within 12 hours. Once hatched these aliens resemble small cats with six legs. The young aliens move with blinding speed and look for dark corners to hide in. They feed on fluids of all kinds (they attack only characters that are leaking fluids, including blood, or any that might be leaking liquid from equipment) and will eat any adult aliens that are still within the area. The young mature in several weeks, then cocooning themselves in a casing of what appears to be discarded fur, re-emerging a week later in their adult, liquid form. This alien has no means known for communication, and assumes a cube shape when resting.



### Liquid Alien Creatures

**Appearance:** These aliens begin life as glowing green cubes. Hatching they become six-legged cats with black fur. Their fur is a light green in females and a dark green in the males. They are extremely fast and move with 4x the speed and dexterity of humans. After 3-4 weeks of life as a 6-legged cat, the alien cocoons itself for a week, emerging as a coalesced liquid entity with a mottled green color thereafter. Resting adults appear as a 9'-10' tall cube.

**Demeanor:** In egg (small cube) form, these aliens have no volition. Once hatched (in 6-legged cat form) they are great observers and require very little food but voluminous amounts of liquid. They pursue and consume any form of liquid they find. They will defend themselves with claws and teeth if attacked, but are single-minded in their pursuit of liquids. Adults are non-aggressive, but will defend themselves by birthing volatile cube-shaped eggs if attacked. The adults ignore most other life forms if left alone.

**Power:** Cube-eggs/1% (1), Young/20% (4), Adults/30% (6)

**Defense:** Cube-eggs/5% (1), Young/30% (6), Adults/special

**Health:** Cube-eggs/1, Young/20, Adults/75

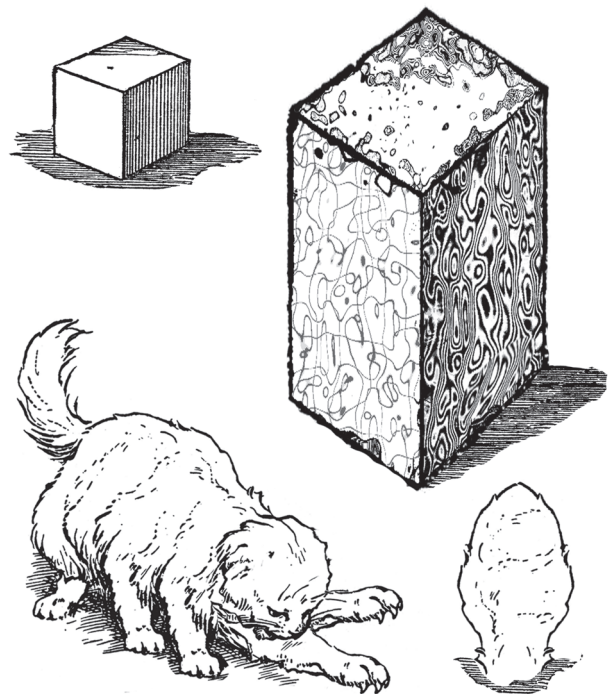
**Move:** Cube-eggs/0, Young/22, Adults/20

**Init:** 50% (+10)

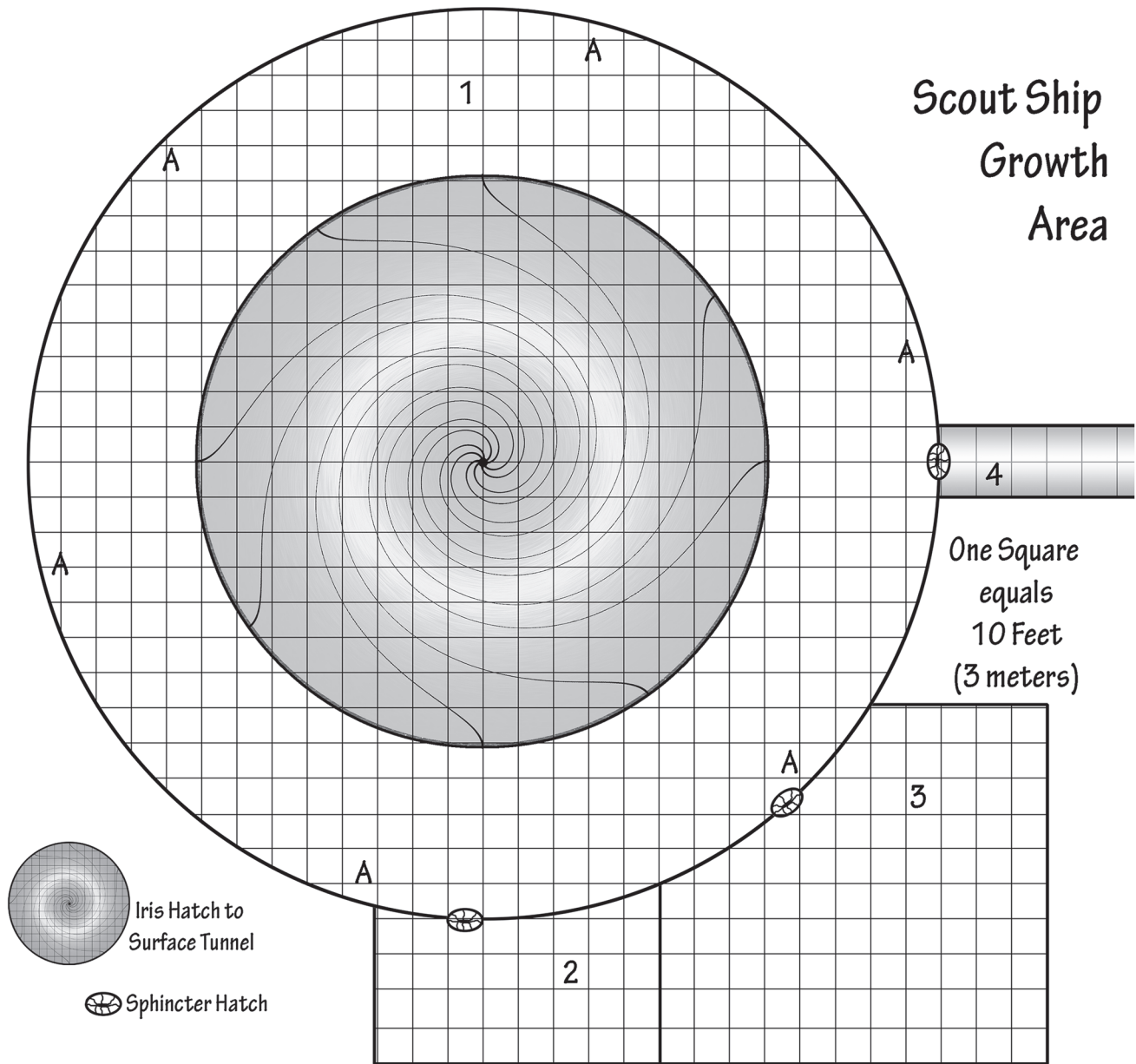
**Damage:** Young/Talons 1d8 AND bite 1d10, Adults/Exploding Offspring 3d20

**Special:** The Young are immune to all forms of acid and caustic corrosive attacks, but take normal damage from all other forms of assault. The Adults are susceptible only to heat-based attacks, taking 2x damage from all assaults of this nature. When faced with a heat-based attack, the Adults exhibit a defense of 5% (1).

**Other:** While these aliens behave intelligently in all but their cube-egg-stage, they have no visible ears and seem to have no means for communication. Their potential society, technologic level, and means of interaction are left to your discretion.



# THE OUTER HIGH GRAVITY RING



## C: Scout Ship Growth Area

The scout ships whose encased anterior projections festoon the surface of the Dark Visitor are actually grown by the ship rather than manufactured by its inhabitants. The scout ship is a spore casing naturally produced by the Dark Visitor as a means of propagating its species. Once grown, the interior portion of the spore is removed, leaving only the casing, which is then populated with mechanical devices which are manufactured by the fungi and Servitors that inhabit the spacecraft.

When a character enters a Scout Ship Growth Area, there may or may not be a scout ship present, and that ship may or may not be complete (ready for launch when needed) at your discretion. Three sets of descriptions follow with the primary difference reflecting the presence, partial presence, or absence of a scout ship in the area.

**Gravity during spin:** 1.9G (all manufacturing ceases in these areas if the ship engages spin)

**Depth:** 75 feet

**Pressure and Atmosphere:** A high CO<sub>2</sub> and Nitrogen atmosphere at 50% of normal pressure is found in these rooms if a Scout Ship is being manufactured as this promotes the growth of the scout ship. If the scout ship is fully grown, no atmosphere is present in these areas. This air will not support human life forms (artificial air supply is required).

### Room #1: Spore Scout Ship Growth Bay

Many possibilities for presentation exist for this area. I recommend you read through all of the available possibilities, choosing only that one which best reflects the situation present for the actual area entered. In all likelihood only one of the descriptions listed here will be of use, or at worst some combination of those provided. In all cases, characters arriving via an Iris Hatch on the outer hull enter this area from what they perceive as the floor of the room that lies beyond.

***Entering the area through the Iris Hatch if no Scout Ship is present:***

**Beyond the Iris Hatch, the tunnel extends upwards for another 10 meters (33') before expanding into a large circular area some 80 meters (262') in diameter, and 32 meters (105') in depth.**

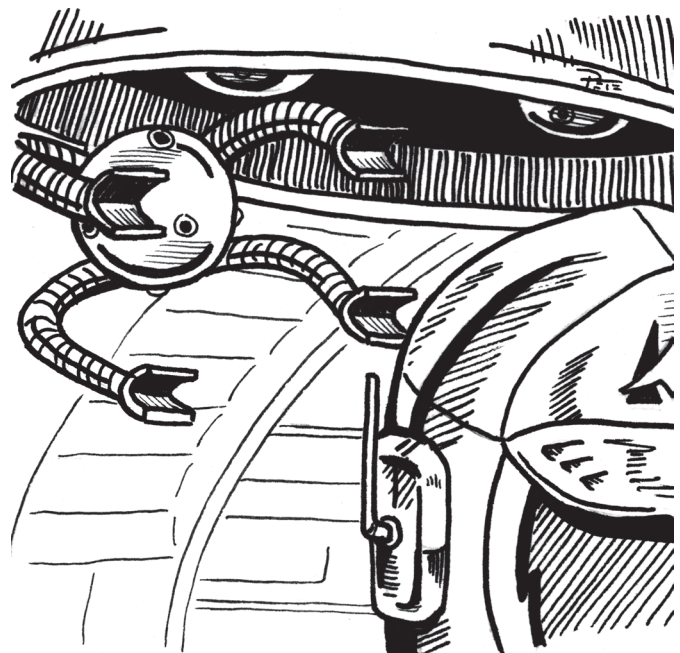
Any leading character sees only the ceiling and a bit of the walls near the ceiling until they traverse the remaining ten meters of tunnel and poke their heads into the room. Once they do, provide them with a bit more.

**This large area appears deserted other than 6 unusual hemispherical mechanisms anchored to the ceiling at regular intervals. Each is about 3 meters from the outer wall and is separated from the next by roughly 33 meters (110'). The mechanisms are quiescent at this time, and no movement is apparent throughout the entire room. Three 3-meter sphincter hatches are visible in the outer wall; each 2 meters from the ceiling .**

The 6 unusual mechanisms are Servitors that are shut down and in recessed gravity perches as no scout ship is present and they therefore have no duties to perform. These gravity perches (marked "A" on the map) secure the Servitors with metal alloy straps to prevent them from being tossed about should the Dark Visitor need to initiate spin gravity. Whenever a Servitor is without duties, or the ship sends forth a signal that spin gravity is to be initiated, they secure themselves in one of these recesses for safety. Each recess is about half a meter deep, is formed to the shape of a Servitor, and contains a data access (and recharging) node.

After a character has been in this area for 60 seconds, a command to attack non-fungoid life forms reaches these Servitors from the Control Center. *As Game Master you may decide to leave one or two of the gravity perches empty, and surprise the characters with an attack by these Servitors when the party least expects it.* If the characters are monitoring the Servitors add:

**As you watch, the mechanisms detach themselves from the floor by removing several straps, and begin floating towards you at a fairly rapid pace by expelling compressed gas from several areas on the outside of their spherical bodies. Metallic pseudopods reach for you menacingly as the strange automatons move in to attack!**



## THE OUTER HIGH GRAVITY RING

### Servitors (6)

**Appearance:** The Servitor appears to be a spherical white metal ball measuring 1.2 meters (4') in diameter. The outside of this ball contains four large metal pseudopods and 12 small apertures. The small depressions emit jets of compressed gas.

**Demeanor:** A Yellow Fungus colony at the center of each Servitor allows the Servitor to operate in a completely independent fashion, and to adapt to changing situations with both ease and intelligence. Yellow Fungus have only moderate intelligence, and need to uplink often in order to receive updated commands from the Control Center.

**Power:** 25% (5)

**Defense:** 40% (8)

**Health:** 90

**Move:** 10

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x4)

**Special:** As these Servitors are uplinked when threatened, the characters find them readily able to adapt to any developing situation. Servitors are capable of moving objects up to 10x their mass in a Zero-G environment. Servitors are powered by a 6-hour battery that is recharged (to some extent) whenever the Servitor is linked to a data uplink. As there is no atmosphere in this area, the Yellow Fungus controlling each Servitor automatically dies if the Servitor it controls is destroyed.

### ***Entering the area through the Iris Hatch if a Scout Ship in the process of being built is present:***

If a character enters in this circumstance, the Growth Bay below will be pressurized. The area is filled with a high CO<sub>2</sub> and nitrogen atmosphere at 50% of normal pressure in order to facilitate the growth of the ship in this chamber. When the Iris Hatch to this area is activated (by any electrical energy being applied to it), the hatch will open rapidly, explosively depressurizing the chamber and tunnel below with catastrophic results.

As the Game Master, the possibilities of this situation are many. The description below is provided as a starting point, and likely requires alteration dependent upon the situation you create via your ruling as Game Master.

**As the hatch opens, a stream of brownish atmosphere is expelled explosively outward! Several spheres measuring more than a meter burst outwards with the incredible atmospheric jet, and various bits of mechanical debris form projectiles you hurriedly avoid. Several seconds into the horrific process, a vast chunk of black material dozens of meters in length, is spit forth through the opening and projected outwards into space. It continues its journey for several miles into space, tumbling chaotically on all axes.**

Four of the Servitors normally found within the chamber below, and the partially finished Scout Ship are ejected from the Dark Visitor during this depressurization. The Servitors remain viable (and are able to move in space with their jets), although fully half an hour will be required before they return to the surface of the Dark Visitor. Use the returned Servitors as a surprise attack on the party any time after this half an hour has elapsed as the mood suits you. Other than these changes, treat this Growth Bay in the same fashion you would if no Scout Ship were present. Note, however, that now only two Servitors remain to harass the party.

***Entering the area through the Iris Hatch if a complete Scout Ship is present*** is not possible. The characters are unable to enter via the Iris Hatch that closes off this chamber as it is already opened to the largest extent (within 2 millimeters) of which it is capable. Should the characters destroy some portion of the hatch to gain entry, the chamber below is not pressurized, and the attendant Servitors are inactive.

**Beyond the hole you have created, a 2 millimeter wide gap extends inwards beyond the range of your vision. It curves beyond the range of your site the left and right. The area beyond is dark, and so little is visible.**

One wall of this passage/gap is actually the hull of an alien Scout Ship. The outer hull of the ship is made to absorb micro-meteors and actively clutches at a hand or object touching the ship. Significant force (as determined by the Game Master) is required to free an object or hand that has touched the ship and no character should be able to do so unassisted.



***If a character enters through the Sphincter Hatch from the main interior passage (#4) and no Scout Ship is present,*** this area contains a high CO<sub>2</sub> and nitrogen atmosphere at 50% of normal pressure in order to facilitate the growth of a new ship within the empty chamber. Use the description for, ‘***Entering the area through the Iris Hatch if no Scout Ship is present***’ given previously on page 36, but remember that the ceiling in that description has now become the floor.

***If a character enters through the Sphincter Hatch from the main interior passage (#4) and a full Scout Ship is present:***

**This large circular area is some 80 meters (262’) in diameter, and 32 meters (105’) in depth. It appears deserted other than 6 unusual objects that appear to be anchored to the floor at regular intervals. Each is about 3 meters from the outer wall and is separated from the next by roughly 33 meters (110 feet). The mechanisms appear quiescent at this time, and no movement is apparent throughout the entire room. Three 3-meter sphincter hatches are visible in the outer wall; each 2 meters from the floor of this chamber. A large tapered pillar projects from the center of the ceiling towards the floor of this room. It measures 18 meters into the chamber ending some further 14 meters from the floor and tapers from a rounded tip to 45 meters in diameter. The surface of this pillar is comprised of a black material that seems to virtually swallow the light around it.**

Again, the six objects are Servitors that will attack 60 seconds after the party enters the room, as previously described. The surface of the ship will also clutch at anything that touches it, again, as previously described for this area.

***If an under construction Scout Ship is present when the characters enter from an interior passage,*** this area contains both 50% standard Earth pressure, and a moderately toxic atmosphere. This atmosphere causes 1d20 of damage to any character per 10 seconds of exposure if inhaled.

Contact with the skin carries no such penalty, but the lack of pressure here slows movement and activity requiring physical exertion by half, and cuts the strength of any character not shielded by a pressure suit by half. As they enter through the sphincter hatch, they see:

**This large circular area is some 80 meters (262’) in diameter, and 32 meters (105’) in depth. Two 3-meter sphincter hatches are visible in the outer wall to your left; each 2 meters from the floor of this chamber. An absolutely huge Iris Hatch makes up fully 2/3rds of the ceiling, measuring more than 48 meters in diameter (160’). Further, a large black object dominates the center of the chamber. The object is an irregular black mass measuring more than 20 meters (66’) in length; vaguely cylindrical with a diameter of 45 meters (150’), although only a portion of the object is cylindrical. Much of it appears regular, but unfinished.**

This is a partially completed Spore Scout Ship; not yet large enough to be placed in an upright position within the chamber. It is being built/grown by six Servitors.

**Hovering about the room are several strange spheres with projecting metallic tentacles. They hover around and within the black object in the center, and seem to be administering to it. Some of these hovering spheres carry equipment, machines you cannot identify, while others appear to rub a strange black powder onto the object’s surface. None of this chamber’s occupants seem to pay you the slightest attention.**

**Near the ceiling, you also notice several depressions from which descend metallic straps with clasps. These depressions are rounded half-shells more than a meter (4’) in diameter, with an obvious electrical connection at their lowest point. You count 6 in total, one for each of the strange hovering spheres that moves about the room. Each is about 3 meters from the outer wall and is separated from the next by roughly 33 meters (110’).**

## THE OUTER HIGH GRAVITY RING

The Servitors have not noticed the characters, nor are they currently programmed to do so. Allow the characters a full five minutes to explore this area before any of the Servitors deign to 'plug in'... to check with the Control Center concerning their visitors by plugging in to a gravity perch to relay information and receive instruction. The Servitors respond in kind if attacked, but should this occur before 5 minutes have elapsed (and thus before any updated instructions are received from the Control Center) their response will be uncoordinated, and the Servitors may be more easily duped or avoided.

### Servitors (6)

See previous description in this section, page 37.

**Special:** The Yellow Fungus controlling each Servitor will attempt to take over any nearby piece of data processing equipment carried by the characters if the Servitor it controls is destroyed. See below.

### Yellow Fungus

**Appearance:** Yellow fungi appear as a powdery yellow film coating, usually covering 4 to 8 square feet.

**Demeanor:** This alien fungus seeks data processors to use to control its environment. It has memories of the last commands it was given by the Control Center and will follow those if possible, simply defending itself when the completion of these commands is not possible.

**Power:** 10% (2)

**Health:** 1

**Init:** +75% (+15)

**Defense:** 10% (2)

**Move:** 3

**Damage:** see below

**Special:** Yellow Fungus inflicts no damage, is unaffected by impact-based (kinetic) attacks, and can form a pseudopod 20' long to search for equipment containing a data processor, which it will attack using this pseudopod. A successful hit indicates that fungus has gained control of the equipment. You should then use whatever attack form seems appropriate to simulate the equipment attacking a character.



The Iris Hatch in the ceiling is tightly sealed, but may be forced to malfunction (open) if it receives an electrical discharge. This causes immediate decompression of this chamber, and some rather severe effects to any characters within (see *Entering the area through the Iris Hatch if a Scout Ship in the process of being built is present* on page 37). The Sphincter Hatch that leads to the main corridor snaps instantly shut should this occur as well. The Spore Scout Ship is less than half complete, and will not survive being exposed to space. Should this occur, it changes to a dull grey in color.

The equipment carried by the Servitors is meant to perform a variety of functions on board the Spore Scout Ship including minor propulsion (attitude control), spore-based communication, chemical identification of sampled material, atmospheric maintenance, and various types of fungal growth propagation. This technology will be completely alien to your characters, but you might allow them to discern something of its nature and use through prolonged study, at your discretion.

The depressions in the ceiling are gravity perches (marked "A" on the map) made to secure the Servitors with metal alloy straps to prevent them from being tossed about should the Dark Visitor need to initiate spin gravity. Each contains an uplink connection and low voltage connection (same connector) that might be tapped into by characters with appropriate skills. The uplink does allow access to the artificial intelligence at the Control Center.

## Room #2: Supply Storage

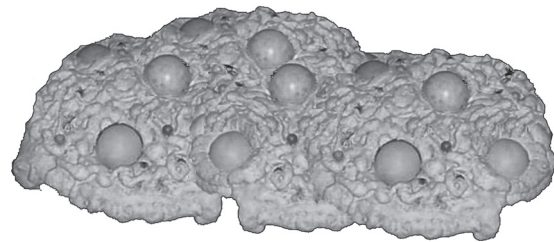
The Iris Hatch to this area is capable of expanding to a diameter of 3.2 meters (10.5'), and is therefore able to pass up to two characters side by side. It opens if Green Fungus (see *Entity Database* page 95) is applied to the outer ring, or if the ring is 'hacked' by a character with appropriate skill (see *Hatches and Access Passageways* on page 24). This room is pressurized to 50% normal Earth atmosphere, and has a high Co2 and nitrogen atmosphere that is moderately toxic to humans causing 1d20 of damage per 10 seconds of unfiltered exposure. If the Spore Scout Bay has been depressurized, this hatch will not open as the Green Fungi used as a universal food source by the other types of fungus will die if exposed to a depressurized environment. In addition, many of the chemical storage containers are flexible rubber-like bags that will explode if the pressure is removed. The Sphincter Hatch may be destroyed by either impact or chemical acids, but will withstand 160 points of damage before failing.

**As the hatch opens a 12 x 24 meter (40' x 80') cluttered chamber is revealed. It is well organized, but is filled to its 10-meter ceiling by racks of strange ingots, electronic subassemblies, bags of chemical substances (both liquids and powders), and ceramic profile shapes.**

Adjust this description if the area has been depressurized. Remember too that the failure of the Sphincter Hatch might cause explosive decompression as described under Room#1, "*Entering the area through the Iris Hatch if a Scout Ship in the process of being built is present*". The details of how this might affect characters present are left to you, but any such explosive decompression should certainly prove near-disastrous to any character in the vicinity.

Characters able to identify chemicals find many useful items in this room, including but not limited to oxidants, epoxies, solvents, and fuels, as well as spare batteries for the Servitors, and canisters of compressed gasses (including oxygen!). The control valves and connection apparatus are completely incompatible with standard equipment but might be modified by a character with appropriate skill.

Nestled within this mix of useful equipment are various electronic subassemblies (circuit boards, diodes, rheostats) of unusual but identifiable design, and what might prove the bane of your exploring character party: flexible storage bags filled with Green Fungus, the generic food supply for all other forms of fungal life aboard the Dark Visitor. If the party searches the area in a precursory fashion (for 30 minutes or less) there is a 25% chance they will inadvertently stumble upon this deadly food source. If they search thoroughly, (for one hour or more), they always uncover this deadly parasite.



### Green Fungus

**Appearance:** Green Fungus appears as a slimy mold, a green batch of goo filled with trapped air bubbles. A standard colony of green fungus covers about 1 cubic foot of area, in an irregular, nebula-like shape.

**Demeanor:** This alien fungus is not sentient.

**Power:** 0% (0)

**Defense:** 0% (special)

**Health:** 8

**Move:** 0

**Init:** 0

**Damage:** Contact with this fungus causes a slow decomposition of all nitrogen based compounds. Rubber suit seals (and other rubber equipment) suffer 1 point of damage per turn, while exposed flesh contracts the fungus as a disease causing 1d6 per turn.

**Special:** This fungus turns normal rubberized compounds (both rubber and artificial rubber-like compounds) to powder over a period of minutes. Infections caused by direct exposure can be cured by the application of medical poisons (like chemotherapy), or by the application of flame. Green Fungus is immune to cold, acid, base, and physical attacks, but incurs double damage from fire and toxic (poison) attacks.

There are no other exits from this room.

## THE OUTER HIGH GRAVITY RING

### Room #3: Equipment Manufacturing Area

The Iris Hatch to this area is capable of expanding to a diameter of 3.5 meters (11.4'), and is therefore able to pass up to two characters side by side simultaneously. It opens if the outer ring is 'hacked' by a character with appropriate skill (see *Hatches and Access Passageways* on page 24). This room is pressurized to 50% normal Earth atmosphere, and has a high CO<sub>2</sub> and nitrogen atmosphere that is mildly toxic to humans causing 1d20 of damage to any character per 10 seconds of unfiltered exposure. If the Spore Scout Bay has been depressurized, this hatch will hesitate to open as the Sphincter Hatch allows the controlled release of the pressure within this room. Once the pressure on both sides of this portal has equalized, the hatch will open normally. The Sphincter Hatch may also be destroyed by either impact or chemical acids, but will withstand 160 points of damage before failing.

**A chamber 33 x 9 meters (110' long x 30' wide) lies beyond the hatchway. Its near wall, through which you are viewing the area, bisects the almost perfect square formed by this room in a half circle that replaces the corner that would be found there. The ceiling lies 10 meters (33') overhead, and the room is populated by various workstations suspended from the floor, ceiling, and walls by attached pillars. These pillars are one meter in diameter and seem composed of some smooth ceramic material. Several of the workstations are active, and you can see robotic arms assembling various components into finished machines. Materials are stored in cabinets that are part of each workstation. There are no other apparent exits from this room.**

The various internal mechanics of a Spore Scout Ship are manufactured in this chamber. Much of the work is automated, although some input from the Servitors (see Room#1) is required to custom-fit these components to an individual scout ship. Particularly skilled characters note atmospheric control stations, attitude jets, sensing and data-processing apparatus that might be adapted for use on standard character-owned spacecraft given time and high levels of said skill.

The technology here, however, is entirely alien, and only very skilled characters will be able to recognize the functions of most of the equipment being manufactured, let alone make use of it.

The raw materials stored at each station, however, are another matter. All materials found within Supply Storage (see Room#2) may also be found here, although in far lesser quantity. The game master is encouraged to flesh out the details of what might be needed, and therefore exist here as raw material, on his own.

The automated systems pay no heed to investigating characters as they have been programmed only for manufacturing processes. It is entirely possible that stamping operations, the sweep of a robotic arm, or the welding of electrical contact points might cause injury to an unwary character. These details are again left to your discretion as Game Master, but should involve nothing more serious than a minor injury or a punctured pressure suit.

If the characters have entered this area within four minutes or less of having entered room#1 via the Access Corridor (room#4) a Servitor enters to collect a piece of finished equipment.

**As you scrutinize the area behind the hatchway, one of the hovering spheres with projecting tentacles jets rapidly past you. It approaches a work station and removes a piece of finished equipment.**

If the characters ignore this Servitor, it retrieves the piece of machinery and returns to Room#1 where it will proceed to install the equipment on the Spore Scout Ship. If they attack the Servitor, it will ignore the first round of attacks but will attack the characters on the second round.

#### **Servitor (1)**

See previous description in this section, page 37.

**Demeanor:** The Yellow Fungus controlling this Servitor will be surprised if attacked, and will not respond until a second round of combat occurs. It will drop the mechanism it was transporting before attacking.

**Room #4: Access Corridor**

The access corridor here is only unusual in that it contains two Sphincter Hatches that are separated from each other by a 4-meter (13') section of passage. This allows the Sphincter Hatches to monitor the pressure in the Spore Scout Ship Growth Bay (Room #1) and to perform as would an airlock in a standard Earth Vessel. These Sphincter Hatches are particularly resilient and withstand 180 points of damage from impact or chemical acids, ignoring all other forms of attack or damage.

**D: Fuel Bay**

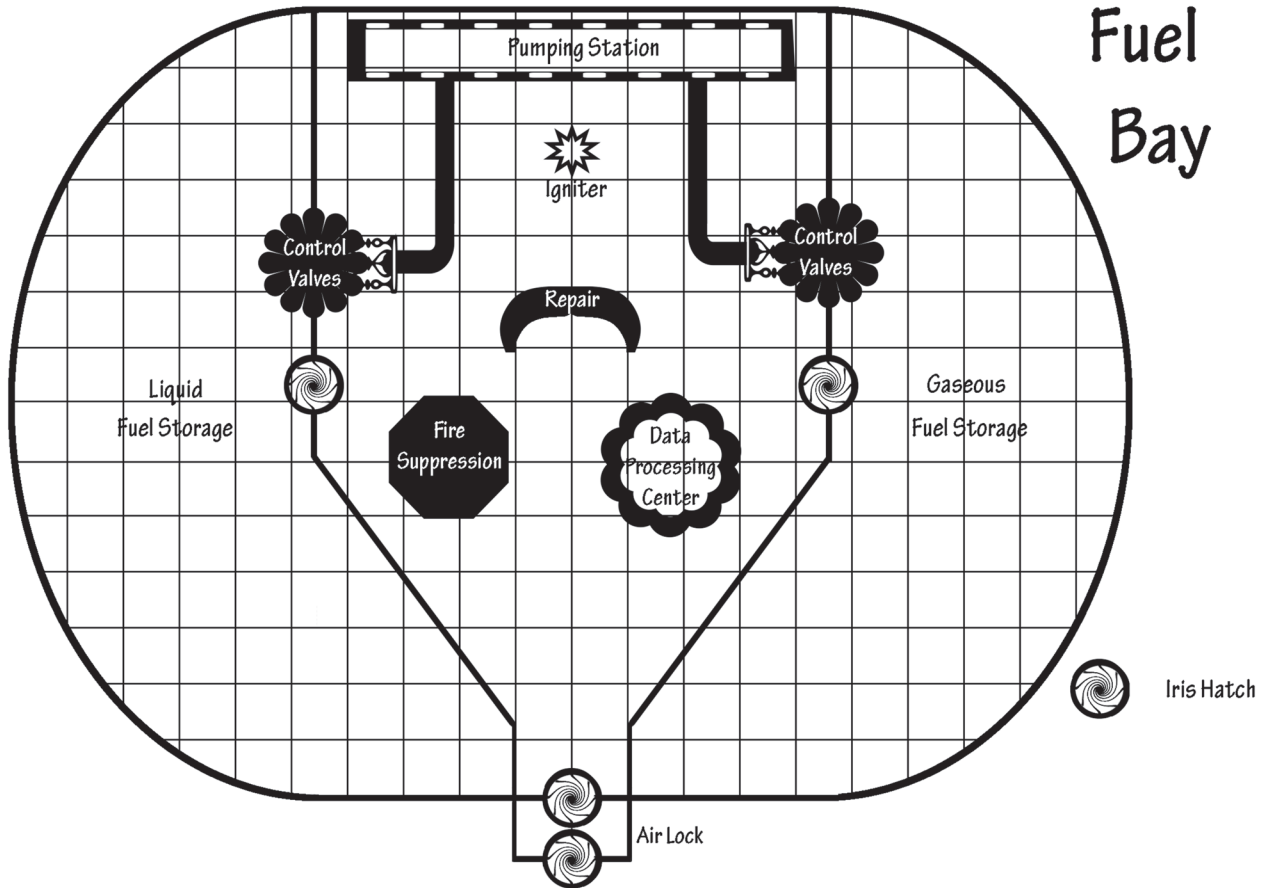
Beneath each of the Directional Jets that sprout forth on the outer hull of the Dark Visitor lies a complex of chambers known as the Fuel Bay. These chambers store, mix, and control the delivery of fuel to the jet above, and provide the ignition spark for combustion as well.

**Gravity during spin:** 1.75G

**Depth:** 105 feet

**Pressure and Atmosphere:** A high CO2 and Nitrogen atmosphere at 150% of normal (Earth standard) pressure and at 75% humidity is maintained within the Fuel Bay to retard sparks and combustion. The atmosphere is breathable, but lacks the required amount of oxygen. Characters breathing the air of this environment suffer 1 point of damage per minute of exposure.

The description that follows assumes that the characters have entered this area from one of the main passageways below the surface. Given the volatile nature of the materials being processed within a Fuel Bay, it is sealed by two Iris Hatches with a ten foot space in between. These two hatches equalize the pressure and function as would an air lock on a standard human space vessel.



## THE OUTER HIGH GRAVITY RING

**A 3-meter wide (11') metal Iris Hatch blocks the passageway in front of you. It is making a slight hissing sound.**

As with any Iris Hatch, any electrical impulse fed into the hatch triggers its operation. As the Fuel Bay is highly pressurized, characters will hear a faint hiss for several seconds before the hatch opens. This will repeat for the second door. Once they have passed the second Iris Hatch, they have entered the Fuel Bay.

**The walls to the left and the right 'v' outwards and away from you for a distance of 60'. The room expands from a mere 20' in width to a full 90' in width, and the ceiling is a universal 35' in height. Near the ceiling, 80' in front of you, are two 2-meter Iris Hatches. Towards the right center of the room, 50' in front of you a large, 25' diameter pillar extends from floor to ceiling. Its entire expanse is populated with metallic squares framing a strange, rubber-like material. 15' to the left of this pillar, a 20' wide and 12' tall octagonal cage appears to contain racks filled with canisters of some kind. Beyond that, in the center some 80' in front of you is a 20' wide u-shaped structure with numerous compartments that extends from floor to ceiling. Beyond that you can see a number of tubes and pipes as well as what could only be valves lining the walls to the right and left. These pipes and valves begin at the 90' mark, and extend towards the back of the room farther than you can see.**

The Iris Hatches near the ceiling are used to access the liquid and gaseous storage tanks for occasional cleaning purposes.

The metal-square covered pillar is the control center for the Fuel Bay. The squares are the chemical-signature display screens for the Dak Visitor's data processors (computers). Each has a data-uplink port, and each contains a processor as well as a data bank. Commands from the Control Center (see page 86) are received via this pillar/control center, and regulate the pressure, mixture, attitude, burn length and firing of the Directional Jet it serves.

This column also serves as a major data hub for the entire surrounding area of this level. Two Servitors are monitoring various data sets as the characters enter this area, but they will not attack unless threatened, and cannot be seen until the characters pass behind the 'Data Processing Center' shown on the map.

The octagonal cage contains fire suppression and damage control equipment. This equipment clips into rubber-like hold-downs within the cage to prevent its flying around should the sphere engage spin gravity. The fire suppressant used is a high nitrogen and CO<sub>2</sub> mix that is stabilized with a foaming mild caustic (soap-like compound). Each canister holds enough fire suppressant to remove the oxygen from a 100 cubic foot area. The mechanism is quite simple, and may be used with but little study by any character (at your discretion). Each canister weighs 11 pounds. Other fire suppressing equipment may also be present in this cage at your discretion.

The u-shaped structure is a compartmentalized unit with secure fittings for the tools, equipment and spare parts needed for maintenance of the Fuel Bay. Pipes, tubing, sonic welding equipment, ceramic epoxies, electrical relays, pumps, both liquids and gas, are to be found here, as well as a host of other supplies as determined by the game master. All may be readily released from within this structure.

All of the valves that line the walls at the 90' mark are control valves for the fuel delivery system. They may be operated either manually, or automatically using the Data Processing Center shown on the map. There are six different gasses and liquids which are regulated in this manner, and they are demarked by a chemical signature (the Servitors tell them apart by smell). Manual adjustment by any character could easily spell disaster for the characters, if you wish.

- 1) Methane (volatile fuel)
- 2) Methanol (less volatile fuel)
- 3) CO<sub>2</sub> (explosion retardant)
- 4) Oxygen (catalyst – required for burn)
- 5) Nitrogen (more even burn)
- 6) NO<sub>2</sub> (nitrous oxide for greater thrust – higher risk of explosion)

Once any character has passed beyond either the Data Processing Center or the Fire Suppression cage, they will be able to see the rest of this area.

**The massive tubes and pipes that line the walls all lead to a huge pumping station at the rear of this area. This pumping station spans a full 80' of the 90' width of this chamber, and towers to 15' in height. 6 half-meter wide pipes lead upwards to the ceiling from this station, and you can readily identify the compressors and pumps from the mechanical control apparatus that make up the pumping station. Just in front of this apparatus, a glass-like transparent pillar some 2 meters (7') in diameter extends from the floor to the ceiling. The star-shaped pillar has a small ceramic box with two glowing lights at its base, and it appears to be filled with a glowing, pulsating fungus.**

The six pipes leading upwards contain the six chemical compounds listed above (under the valve description) under pressure as determined by the needs of the Directional Jet above. If the jet is not in operation, these pipes will be empty. Should any character damage the pumping station (more than 10 points of damage) it will begin to immediately leak some amount of one of these six compounds (with the amount and chemical to be determined by the Game Master). Should this occur, the risk of explosion or fire is no less than 50%, and the Servitors within this area immediately attack.

### Servitors (2)

**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4 feet) in diameter. Four large metal pseudopods project from this outer white shell which also contains 12 small apertures. The small depressions emit jets of compressed gas that allow the Servitor to propel itself easily and in a highly controlled manner in a Zero-G environment.  
**Demeanor:** At the center of each Servitor is a Yellow Fungus colony that controls the Servitor.

**Power:** 25% (5)                      **Defense:** 40% (8)  
**Health:** 90                              **Move:** 10  
**Init:** 0  
**Damage:** Pseudopod Swipe 1d6 (x2)

**Special:** If the room has a zero-atmosphere environment, this Yellow Fungus immediately expires.

### Yellow Fungus

**Appearance:** Yellow fungi appear as a powdery yellow film coating, usually covering 4 to 8 square feet.  
**Demeanor:** This Servitor-controlling fungus will be surprised if attacked, and will not respond until the second round of combat. Its intelligence is also limited, and it will need to uplink for instructions from the Control Center if faced with a complex situation (your discretion). It retains memories of the last commands it was given by the Control Center and will follow those if possible, simply defending itself where the completion of these commands is not possible.

**Power:** 10% (2)                      **Defense:** 10% (2)  
**Health:** 1                                **Move:** 3  
**Init:** +75% (+15)  
**Damage:** special (see below)

**Special:** The Yellow Fungus controlling each Servitor will attempt to take over any nearby piece of data processing equipment carried by the characters if the Servitor it controls is destroyed. It attacks by forming a 20'-long pseudopod which it uses to search for any equipment containing a data processor. These attacks inflict no damage, but a successful hit indicates the fungus has gained control of the equipment. You should then use whatever attack form seems appropriate to simulate the equipment attacking a character.

Yellow Fungus is unaffected by impact-based (kinetic) attacks.

The star-shaped transparent pillar is filled with a special type of fungus known as Fire Fungus. It generates a low power but high voltage spark when excited, and is used by the Dark Visitor as an igniter for the Directional Jet above. The pillar takes 50 points of impact damage before shattering, but such destruction releases the Fire Fungus within the pillar. It immediately attacks any character (or Servitor!) that is nearby.

# THE OUTER HIGH GRAVITY RING

## Fire Fungus (1 colony)

**Appearance:** Fire Fungus appears as a liquid, glowing, red, sponge-like mass covering 10' square and rising from a height of mere inches at its edge to several feet at its center.

**Demeanor:** This alien fungus has no sentience and will respond only to base stimuli.

**Power:** 10% (2)

**Defense:** 0% (0)

**Health:** 84

**Move:** 3

**Init:** +25% (+5)

**Damage:** Electrical Discharge 1d8 (x3)

**Special:** The Fire Fungus shoots out a high voltage discharge 3x per turn at a range of up to 10'. Any character caught by this discharge will be burned by the high voltage, and equipment is often rendered completely useless. This attack causes no damage to non-conductive materials (like rubber, glass, ceramics, and plastics). Fire Fungus is immune to impact-based (kinetic) attacks and electrical attacks but takes 2x from heat and cold-based attacks.

## E: Spore Cloud Complex

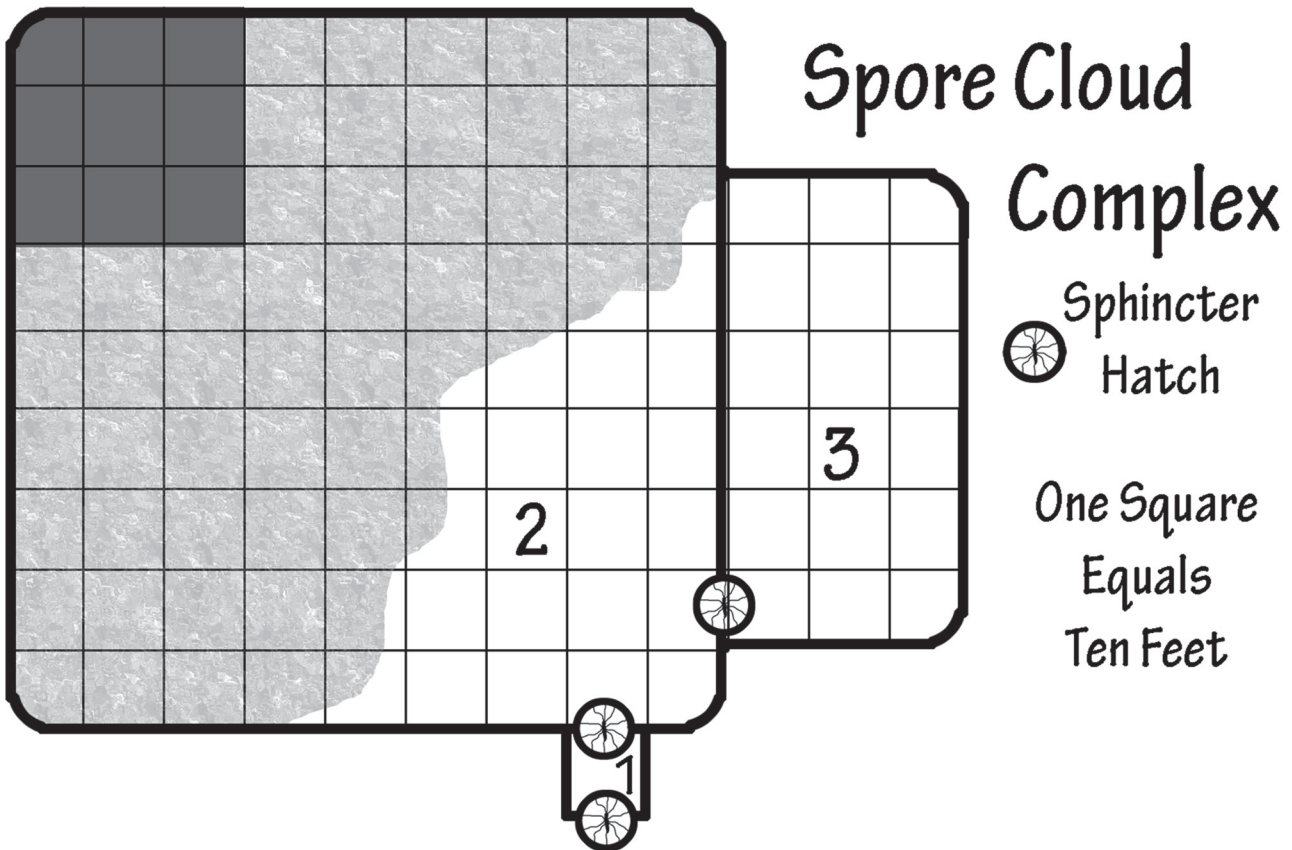
Beneath every Spore Cloud Generator found on the surface of the Dark Visitor lies a chamber that contains a large colony of Black Fungus, and a supply of the nitrogen-rich material it uses as food. Black Fungus is used by the Master Fungi in a variety of ways, but is here used as a means for providing communication.

**Gravity during spin:** 1.95G

**Depth:** 25 feet

**Pressure and Atmosphere:** A high O2 and Nitrogen atmosphere at 100% of normal (Earth standard) pressure and at 75% humidity is maintained within the complex to promote fungal growth. Unassisted breathing is possible.

Unlike most other strains of fungi regularly grown by the aliens, Black Fungus likes a rich oxygen mixture with its nitrogen. To ensure this, Spore Cloud Complexes have an atmospheric control chamber that regulates gaseous mixture, humidity, and pressure and the complexes are always sealed with an airlock-like chamber.





**Room#1: The Airlock**

Two meter-thick Sphincter Hatches measuring one meter (3') in diameter lie at either end of a 3 meter (10') chamber that segregates the complex from the rest of the Dark Visitor and that functions as an airlock.

**The passageway before you is blocked by a one-meter diameter sphincter hatch.**

If any of the characters are directly exposed to the atmosphere of the passage, add:

**A strange smell permeates the air.**

This strange smell is actually a chemical 'warning sign' alerting any fungi that might be visiting this area of the ship that a high-oxygen atmosphere is present beyond this portal. While not toxic to most of the fungi strains that live on the Dark Visitor, oxygen does retard their respiration, and can cause damage over time. Fungi exposed to this atmosphere (other than Black Fungus) also slow significantly, and will find movement difficult, hence the warning. If the characters manage to activate the Sphincter Hatch, they hear a slight hissing noise as the chamber beyond equalizes pressure. This takes between 1 and 6 seconds, depending upon the conditions in the passageway outside, after which the Sphincter Hatch slowly opens to its full 1-meter diameter.

**A 3-meter long, 1-meter diameter cylindrical passageway lies beyond the hatch with a second sphincter hatch barring passage through its back wall.**

This chamber might prove to be a tight squeeze for more than a single character at any one time. In addition, if the second Sphincter Hatch is activated, the first will close, and the data sub-processor in the Atmospheric Control Chamber (Room #3) will activate a compressor and filter all non-nitrogen and non-oxygen based gasses from the airlock's atmosphere while equalizing the pressure with the chamber that lies beyond (*Room#2, Food Storage and Fungus Base Colony*). Unlike the delay experienced with the first hatch, this causes a delay of one full minute before the second Sphincter Hatch opens, allowing access to Room#2.

**As you attempt to activate the second sphincter hatch, the first snaps closed behind you. You can feel a vibration through the floor of the room, and a hissing noise permeates the area.**

Unless the characters do something to damage the Sphincter Hatches within the air lock (these hatches may be destroyed by either impact or chemical acids, but withstand 60 points of damage before failing), the second hatch opens 60 seconds later. It remains open for 60 further seconds before again closing. During this time any sensing equipment possessed by the characters will indicate a high-oxygen, breathable environment at one atmosphere of pressure, and with 75% humidity.

The Sphincter Hatches in this area will never open (or remain open) simultaneously. Once the second sphincter hatch closes, the first may again be opened. Once the first closes, the second will cycle and filter the air and then open for sixty seconds.

**After what seems an eternity, the second hatch finally opens into a large chamber beyond.**

**Room#2: Food Storage and Fungus Base Colony**

This chamber contains the Black Fungus colony, as well as a mass of nitrogen-rich food that is regularly replenished by Servitors from the storage areas adjacent to the Crushing Stations dotted about the outer ring. The growth rate (and thereby the outer hull dispersion rate of the Spore Cloud) of the Black Fungus colony here is determined by the oxygen content of the atmosphere, and the volume and quality of the food which is supplied to the colony. In the upper left corner of the room (as a character enters from the air lock) the fungus grows upwards into the spongy body that dissipates the newly grown fungus into the spore cloud outside the ship. In that area (demarcated on the map), the fungus fills the chamber from floor to ceiling, gradually sloping downwards towards its food supply (and the right side of the room). As this food is consumed, and the area within the chamber that is covered by the colony 'retreats', more food is then brought by Servitors.

## THE OUTER HIGH GRAVITY RING

All of the Sphincter Hatches in this area are located near the 'ceiling' (from a zero-gravity perspective, the 'floor' if spin-G is present) so as to remain clear (above) of the Black Fungus Colony.

**A 27 meter by 27 meter (90' x 90') chamber lies beyond the hatchway. It is partially filled by a black furry mass that covers  $\frac{3}{4}$  of the floor, sloping upwards rapidly towards the ceiling and filling a 9 meter square (30' square) section of the room from floor to ceiling in the corner that currently lies farthest from you. A second one-meter sphincter hatch lies in the right hand wall some 12' from the corner formed by the hatch you occupy and the wall to the right. Several 10-centimeter holes pierce this same wall near the ceiling some 6 meters (20') further along towards the far corner.**

The 10-centimeter holes are the output orifices for the Atmospheric Control Chamber. At the Game Master's discretion, they will periodically vent oxygen and other gasses, and water vapor (mist) into Room #1 as the control center regulates the atmosphere within Room #1.

If any character disturbs the Black Fungus that occupies the majority of the floor in this area, they will be subject to infestation by the colony. While the Black Fungus does not actually 'attack' per se, contact with it is extremely hazardous.

### Black Fungus Colony

**Appearance:** Black Fungus appears as a shapeless black furry mass covering a large area (based on the size of the fungus – from 1' square to 100 square meters).

**Demeanor:** This alien fungus has no sentience and responds only to base stimuli.

**Power:** 5% (1)

**Defense:** 0% (0 – see Special)

**Health:** 128

**Move:** n/a

**Init:** 0

**Damage:** see Special

**Special:** when touched, Black Fungus will affix itself to any non-ceramic surface. If that surface contains nitrogen or oxygen compounds (like human skin, space-suit seals, or any other organic material) the fungus begins growing into the material. In the first hour this growth and decomposition only inflicts 5 health points of damage, but this damage doubles every 15 minutes if the fungi are not carefully cleaned off. Black Fungus is susceptible only to heat damage and chemical anti-fungal agents.

As there are only 4 Spore Cloud Generators on the entire Dark Visitor, the death of any single Black Fungus colony reduces the extent of the Spore Cloud (see page 6) that surrounds the vessel by 25%, and reduces the scanning capabilities of the Dark Visitor by a proportional amount.

### Room#3: Atmospheric Control Chamber

The pressure in this chamber is always equal to the pressure found within Room#1, although the humidity is significantly less, as the two chambers share air ducts. As a result, the sphincter hatch will rapidly open if activated by a character.

This chamber contains all of the apparatus for regulating the climate within room#1 to either expedite or retard the growth of the Black Fungus that resides there (and thus expand or contract the Spore Cloud that surrounds the ship). It is filled with tubes carrying gasses from other areas, compressors for pressurizing these gasses, valve control assemblies for regulating their flow, atomizers for volatilizing water and nitrogen compounds, and filtration to remove unwanted elements. Space for maintenance and manual control has been left only for the passage of the 1.2 meter (4') diameter Servitors, and it is likely that the average character will find this room to be a cramped and confusing three-dimensional maze of daunting proportion. The only 'empty' space in the room is that which lies just beyond the hatch.

**As the hatch opens, you see a veritable maze of machinery, pipes, tubes and unidentifiable equipment. You are unsure as to the actual size of this area due to the chaotic labyrinth you see.**

Characters with no background in engineering or machinery will quickly become lost in this chamber. If they decide to enter, allow them to proceed 10' into the twisting passages that exist between pockets of piping and machinery, and then roll (1d8) on the chart below to determine their fate:

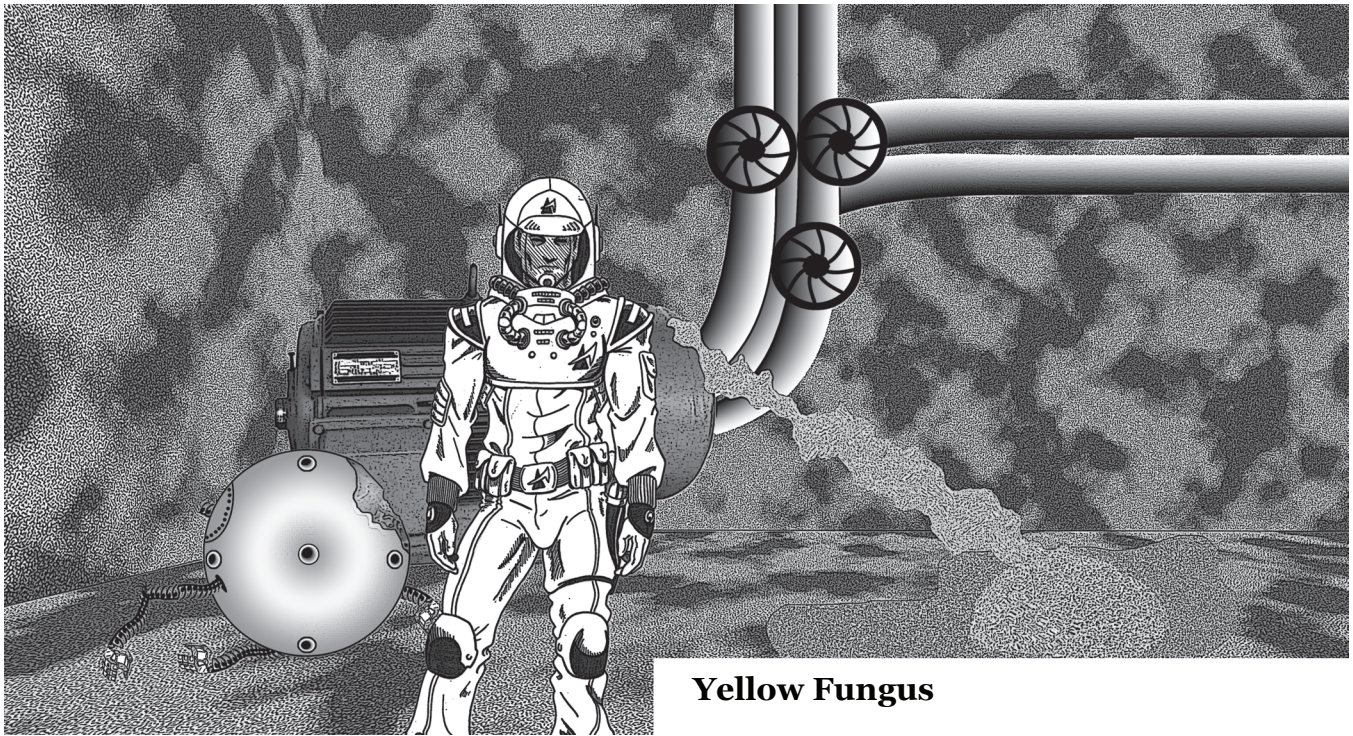
- 1) Lost and in need of outside assistance to escape the maze. Roll again if the character tries to find their way out unassisted.
- 2) Lost and inadvertently tangled in a group of pipes and tubes. If the character is unable to avoid this mass via skill or statistical roll, they are trapped until they can be assisted. Characters wearing space suits or other like protective gear may free themselves by removing said gear. The gear is unrecoverable although items in backpacks and pockets might be recovered at your discretion.
- 3) Lost and accidentally brush up against a live electrical circuit for 2d6 electrical damage.
- 4) Lost and accidentally release a valve that spews forth nitrogen gas. This quickly asphyxiates anyone breathing the air of this chamber as it displaces oxygen. Exposed characters breathing 'cabin air' receive 3d6 damage per turn.
- 5) Lost but finds humidity control valve. If the character has mechanical skill, they may, at your discretion, reduce the humidity in this area to as little as 5% (fully retarding growth of the Black Fungus Colony in Room #1), or increase it to 95% (doubling the growth of the Black Fungus Colony). Any adjustment to the humidity causes 2 Servitors (see page 49) to respond to correct the problem (and perhaps attack at your discretion) within 2 minutes.
- 6) Character finds the entrance hatchway.
- 7) Lost and accidentally tears their space suit or other protective gear on a sharp mechanical projection. Gear suffers 2d6 impact damage.
- 8) Lost and runs into either another character or a Servitor which attacks (see page 49).

Characters with a background in engineering or machinery might also become lost in this chamber. If they decide to enter, allow them to proceed 10' into the twisting passages that exist between pockets of piping and machinery, and then roll (1d8) on the chart below to determine their fate:

- 1) Lost and inadvertently tangled in a group of pipes and tubes. If the character is unable to avoid this mass via skill or statistical roll, they are trapped until they can be assisted. Characters wearing space suits or other like protective gear may free themselves by squirming out of said gear. The gear is unrecoverable although items in backpacks and pockets might be recovered at the discretion of the Game Master.
- 2) Lost and accidentally brush up against a live electrical circuit for 2d6 electrical damage.
- 3) Lost but find a series of controls for gasses and humidity. If the character has mechanical skill, they may, at your discretion, change the gaseous mix or the humidity within this chamber and within Room#1. Any adjustment to the humidity will cause 2 Servitors (see page 49) to respond to correct the problem (and perhaps attack at your discretion) within 2 minutes.
- 4-6) Character finds the entrance hatchway (or other character in need of rescue).
- 7) Lost and accidentally tears their space suit or other protective gear on a sharp mechanical projection. Gear suffers 2d6 impact damage.
- 8) Lost and runs into either another character or a Servitor which will attack after 30 seconds (see below).

Two Servitors are active in this area in order to make any minor adjustments to the equipment that cannot be handled by the small data processor that is a part of the plethora of machinery in this chamber. If encountered, they will remain immobile for the first two rounds of combat as they are receiving instructions from the Control Center.

# THE OUTER HIGH GRAVITY RING



## Servitors (2)

**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4 feet) in diameter. Four large metal pseudopods project from this outer white shell which also contains 12 small apertures. The small depressions emit jets of compressed gas that allow the Servitor to propel itself easily and in a highly controlled manner in a Zero-G environment.

**Demeanor:** At the center of each Servitor is a Yellow Fungus colony that controls the Servitor. See Yellow Fungus at right.

**Power:** 25% (5)

**Health:** 90

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x4)

**Special:** The Yellow Fungus controlling each Servitor will attempt to take over a nearby data uplink node in this area if the Servitor it controls is destroyed. It will then report back to the Control Center all that it has learned. You are invited to concoct his own response to the now-identified threat presented by the characters.

**Defense:** 40% (8)

**Move:** 10

## Yellow Fungus

**Appearance:** Yellow fungi appear as a powdery yellow film coating, usually covering 4'-8' square.

**Demeanor:** This Servitor-controlling fungus will be surprised if attacked, and will not respond until the third round of combat. It retains memories of the last commands it was given by the Control Center and will follow those if possible, simply defending itself where the completion of these commands is not possible. If its Servitor is destroyed, it will attack (*as per Special below*).

**Power:** 10% (2)

**Health:** 1

**Init:** +75% (+15)

**Damage:** special (see below)

**Defense:** 10% (2)

**Move:** 3

**Special:** The Yellow Fungus controlling each Servitor will attempt to take over any nearby piece of data processing equipment carried by the characters if the Servitor it controls is destroyed. It attacks by forming a 20'-long pseudopod which it uses to search for any equipment containing a data processor. These attacks inflict no damage, but a successful hit indicates the fungus has gained control of the equipment. You should then use whatever attack form seems appropriate to simulate the equipment attacking a character. Yellow Fungus is unaffected by impact-based (kinetic) attacks.

## F: Toxin Defense Node Control Complex

Beneath each of the Toxin Defense Nodes on the outer hull of the Dark Visitor there is a complex that regulates its function, analyzes any potential threats, and stores and delivers the various toxins used by the node.

**Gravity during spin:** 1.93G

**Depth:** 45 feet

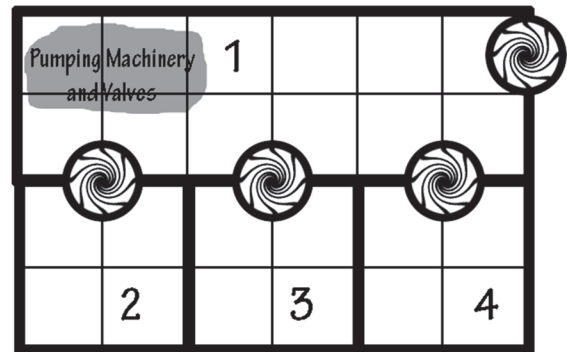
**Pressure and Atmosphere:** An even mixture of O<sub>2</sub>, CO<sub>2</sub> and Nitrogen make up the atmosphere. This atmosphere is maintained at 100% of normal (Earth standard) pressure within the complex to protect and provide support to the seals on the storage vats (Rooms 2-4). This atmosphere is mildly toxic due to the presence of trace elements. Characters breathing this air unfiltered (and equipment susceptible to these compounds) have a 25% risk of suffering one point of damage per turn (or five minutes) of exposure. Characters so exposed might also begin to hallucinate after several turns of exposure, at your discretion.


These complexes, due to their extremely hazardous nature, are secured by Iris Hatches (Health 160) rather than Sphincter Hatches. As a result, the atmosphere in these areas is mildly toxic, and contains trace amounts of isotopic heavy metals (cadmium, lead, mercury), ammonia, and fungal hallucinogens.

### Room #1: Defense Control and Pumping Station

This room contains a small data processing station and the valve controls and pumps that deliver the various defensive toxins to the Toxin Defense Node on the surface of the sphere above this complex. Although these controls are not labeled in any fashion that a character might find coherent, the data processor here can be hacked, and the function of the basic controls (although not their specific function) should be readily ascertained by any character with a mechanical or engineering background. Due to the complex and potentially lethal nature of the Toxin Defense Node above, all control valves that allow the release of defensive chemicals onto the surface of the sphere are manually controlled by a Servitor – no automated valves exist for this function.

## Toxin Defense Node Control Complex



 3 - Meter Iris Hatch  
One Square = Ten Feet

Characters ‘turning what are obviously release valves for something’ might easily and unwittingly, therefore, spread toxins across the surface of the Dark Visitor (and thereby poison crewmen working on the surface? – imagine me chuckling evilly).

**As the Iris Hatch opens, a 6 meter (20’) by 18 meter (60’) chamber with a 6 meter (20’) ceiling is revealed. A small workstation is mounted on the wall of this chamber to your left, while a large collection of machinery fills the back and right corner of the room (shown on map). The left-hand wall contains three 3-meter diameter Iris Hatches. A Servitor, apparently inactive, rests in a secured alcove near the workstation.**

The Servitor is held in place by quick-release straps in the event that the Dark Visitor engages spin gravity. The receptacle in which it currently resides has a data uplink and a recharge socket, but the unit is currently inactive. It activates, and attacks the characters, if any of the controls within this room are adjusted, or if any damage occurs to one of the Iris Hatches that seal the Storage Tanks.

# THE OUTER HIGH GRAVITY RING

The Iris hatches to the Storage tanks will not open unless the tank is completely emptied, and a built-in mechanical safety relay (located on the inside of the tank) will ensure this. Should the characters empty one of the Storage tanks (Rooms 2-4); the Servitor will react, attacking them, on the following turn.

## Servitor (1)

**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4') in diameter. Four large metal pseudopods project from this outer white shell which also contains 12 small apertures. The small depressions emit jets of compressed gas that allow the Servitor to propel itself easily and in a highly controlled manner in a Zero-G environment.

**Demeanor:** At the center of each Servitor is a Yellow Fungus colony that controls the Servitor. See Yellow Fungus below.

**Power:** 25% (5)

**Defense:** 40% (8)

**Health:** 90

**Move:** 10

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x4)

**Special:** The Yellow Fungus controlling this Servitor will attempt to take over any nearby piece of data processing equipment carried by the characters if the Servitor it controls is destroyed. If the room has a toxic environment, this Yellow Fungus immediately expires.

## Yellow Fungus

**Appearance:** Yellow fungi appear as a powdery yellow film coating, usually covering 4'- 8' square.

**Demeanor:** The Yellow Fungus colony within this Servitor has received updated instructions from the Control center to terminate the characters. It will continue its attacks until either that threat has been eliminated, or it has died. Note that the Yellow Fungus will continue to attack even after if its Servitor is disabled.

**Power:** 10% (2)

**Defense:** 10% (2)

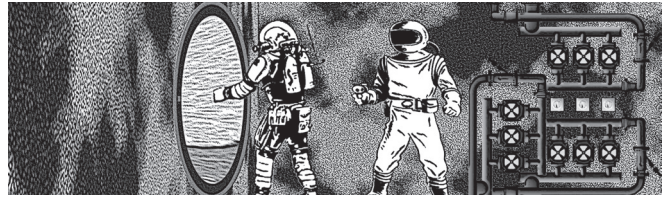
**Health:** 1

**Move:** 3

**Init:** +75% (+15)

**Damage:** special

**Special:** Inflicts no damage, but can form a pseudopod 20' long to search for and attack equipment containing a data processor. A successful hit indicates the fungus now controls the equipment. You should then use whatever attack form seems appropriate to simulate the equipment attacking a character. Yellow Fungus is unaffected by impact-based (kinetic) attacks.



## Rooms# 2-4: Storage Vats

Each Storage Vat in this area is a 6 meter cube (20'x 20'x 20') that may be accessed (for maintenance was the intention) by a 3-meter Iris Hatch. These hatches only open if the storage vat has been emptied entirely of its chemical contents. A series of smaller half meter diameter Iris Hatches lead to a manifold that feeds a half-meter diameter tube that supplies the pumping station in room #1.

These hatches extend from floor to ceiling to allow for the intake of toxins should the sphere be stationary with no g-forces present. Positive pressure (suction) insures that as the vat empties, material is constantly drawn toward this series of valves.

Characters entering any of these areas discover only a large and empty chamber, but expose themselves and any exposed gear to trace amounts of the toxins that were once present in these tanks. Once opened, the Iris Hatch to any of these areas must be closed manually via a link to the data port that is present on the outside rim of the hatch (outside these rooms).

**Room#2** contains a fungal hallucinogen capable of penetrating the seals of most protective space gear, and that causes paranoia, visual and/or auditory hallucinations of the most terrifying type, or god-like feelings of megalomania ("Oxygen is for losers! Who needs a helmet?"). The effect of the Fungal Hallucinogen should be singular, but is left to the discretion of the Game Master.

**Room #3** contains heavy-metals in a liquid slurry, which will short out electronic equipment that is unsealed if the exudate (slime) contacts it. Any character making bare skin contact with this substance (perhaps later, while removing a space suit) suffers 2d8 damage that is very difficult to heal (Game Master's discretion on adjudicating this – partial healing being the most probable answer if medicament is applied) and will die within 30 minutes if the toxin is not neutralized.

**Room #4** contains an Anhydrous Oxidizer (ammonia-like compound) which causes all equipment and creatures exposed to this trace to suffer 1d6 chemical (burn) damage each turn unless equipped with protective gear that is proof against chemicals of this nature.

**G: Interior Access Tunnel**

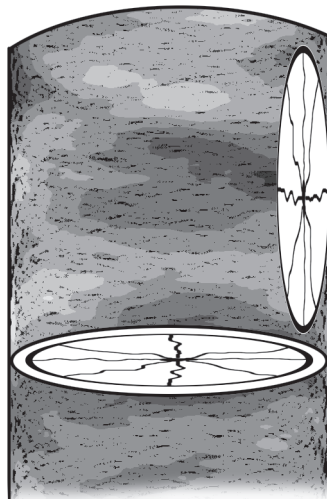
The interior levels of the Dark Visitor are connected by Interior Access Tunnels for both convenience and safety.

**Gravity during spin:** 1.5G – .7G depending on depth within tunnel

**Depth:** 75 - 400 feet depending on depth within tunnel

**Pressure and Atmosphere:** These tunnels are filled with CO2 gas at 50% of normal Earth Pressure to allow for easy access between levels. Micro-tubule ports appear at intervals along the walls which allow for the equalization of pressure whenever a Sphincter Hatch is opened to a connecting passage. Characters breathing this atmosphere will suffer delirium and the loss 2d6 Health per turn.

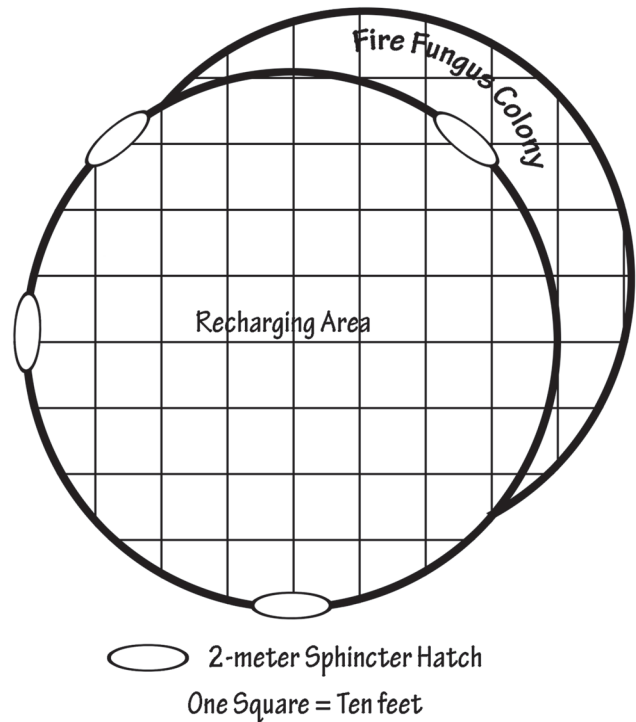
**Interior Access Tunnel**



These 4-meter diameter passages contain only one Sphincter Hatch at either end, but are separated from the passageways on a given level by a second Sphincter Hatch for safety.

They range from several dozen to several hundred meters in length and always travel in a straight line towards the center of the sphere and directly away from the outer hull. All Interior Access Tunnels in the Outer High Gravity Ring lead to the Inner Low Gravity Ring. The Sphincter Hatches that allow access to these tunnels are always automatically closed if the Dark Visitor initiates spin gravity.

**Security and Recharge Station**



**H: Servitor Security and Recharge Station**

The Dark Visitor has, in the past, run into the occasional parasitic organism, unwanted intruder, or undesired asteroid chunk. As a result, two recharge stations now grace the Outer High Gravity Ring allowing a Servitor-based response to threats of this nature.

**Gravity during spin:** 1.25G

**Depth:** 150 feet

**Pressure and Atmosphere:** These stations are filled with CO2 gas at 100% of normal Earth Pressure to allow for easy access by various fungal forms when necessary. Characters breathing this atmosphere will suffer delirium and the loss 1d6 Health per turn.

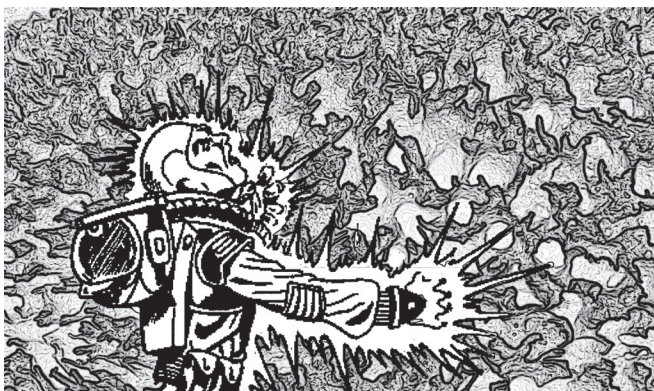
## THE OUTER HIGH GRAVITY RING

Connected to the main passageways of the outer ring by smaller, more easily sealed passages, these Security and Recharge stations currently provide charging for 12 Servitors at one time, as well as data uplinks for communication with the Control Center. The Servitor charging stations also have feed tubes containing Black Fungus assuring their Yellow Fungus controllers also rest and recharge when in this area.

**As the Sphincter Hatch opens it reveals a round, 24-meter (almost 80') diameter room with a 3-meter (10') ceiling. 12 inactive Servitors are strapped into receptacles spaced evenly about this room, and three other 2-meter Sphincter Hatches are evident.**

Two of the hatchways lead to other passages, but the third leads to a hemispherical room that contains a Fire Fungus. If this room is opened, a strange box made of transparent glass-like material blocks entry into the area containing the Fire Fungus. This box is used as depository of food for the fungus, and it opens whenever the Sphincter Hatch into this room is closed, allowing the Servitors to feed the Fire Fungus without risking an accidental electrical discharge from the fungus. If the characters open the hatch that allows access to this hemispherical room:

**As the Hatch opens, you can see a strange, glass-like barrier that separates you from a seething wet, sponge-like mass that fills the entire area behind the barrier.**



If any character is unfortunate enough to step into the chamber containing the fungus, and then close the hatchway behind him (it must be manually closed – it will not close automatically), the Fire Fungus attacks him as though he were food.

### **Fire Fungus** (1 colony)

**Appearance:** This Fire Fungus appears as a wet, sponge-like mass filling the entire chamber.

**Demeanor:** This alien fungus has no sentience and will respond only to base stimuli.

**Power:** 10% (2)

**Defense:** 0%

**Health:** 84

**Move:** 3

**Init:** +25% (+5)

**Damage:** Electrical Discharge 1d8 (x3)

**Special:** The Fire Fungus shoots out a high voltage discharge 3x per turn at a range of up to 10'. Any character caught by this discharge will be burned by the high voltage, and equipment is often rendered completely useless. This attack causes no damage to non-conductive materials (rubber, glass, etc.).

You are encouraged, should the characters begin creating serious hazard to the Dark Visitor, to have the Servitors in these stations activated by the Control Center, and that the Servitors be given whatever commands (such as, "Erradicate the intruders!") you deem appropriate. In any event, 2 minutes after the first character enters this area, the 12 Servitors will attack.

### **Servitors** (12)

**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4') in diameter. Four large metal pseudopods project from this outer white shell which also contains 12 small apertures. The small depressions emit jets of compressed gas that allow the Servitor to propel itself easily and in a highly controlled manner in a Zero-G environment.

**Demeanor:** At the center of each Servitor is a Yellow Fungus colony that controls the Servitor. See Yellow Fungus below.

**Power:** 25% (5)

**Defense:** 40% (8)

**Health:** 90

**Move:** 10

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x4)

**Special:** The Yellow Fungus controlling each Servitor will attempt to take over any nearby piece of data processing equipment carried by the characters if the Servitor it controls is destroyed (see next page).



### Yellow Fungus

**Appearance:** Yellow fungi appear as a powdery yellow film coating, usually covering 4' - 8' square.

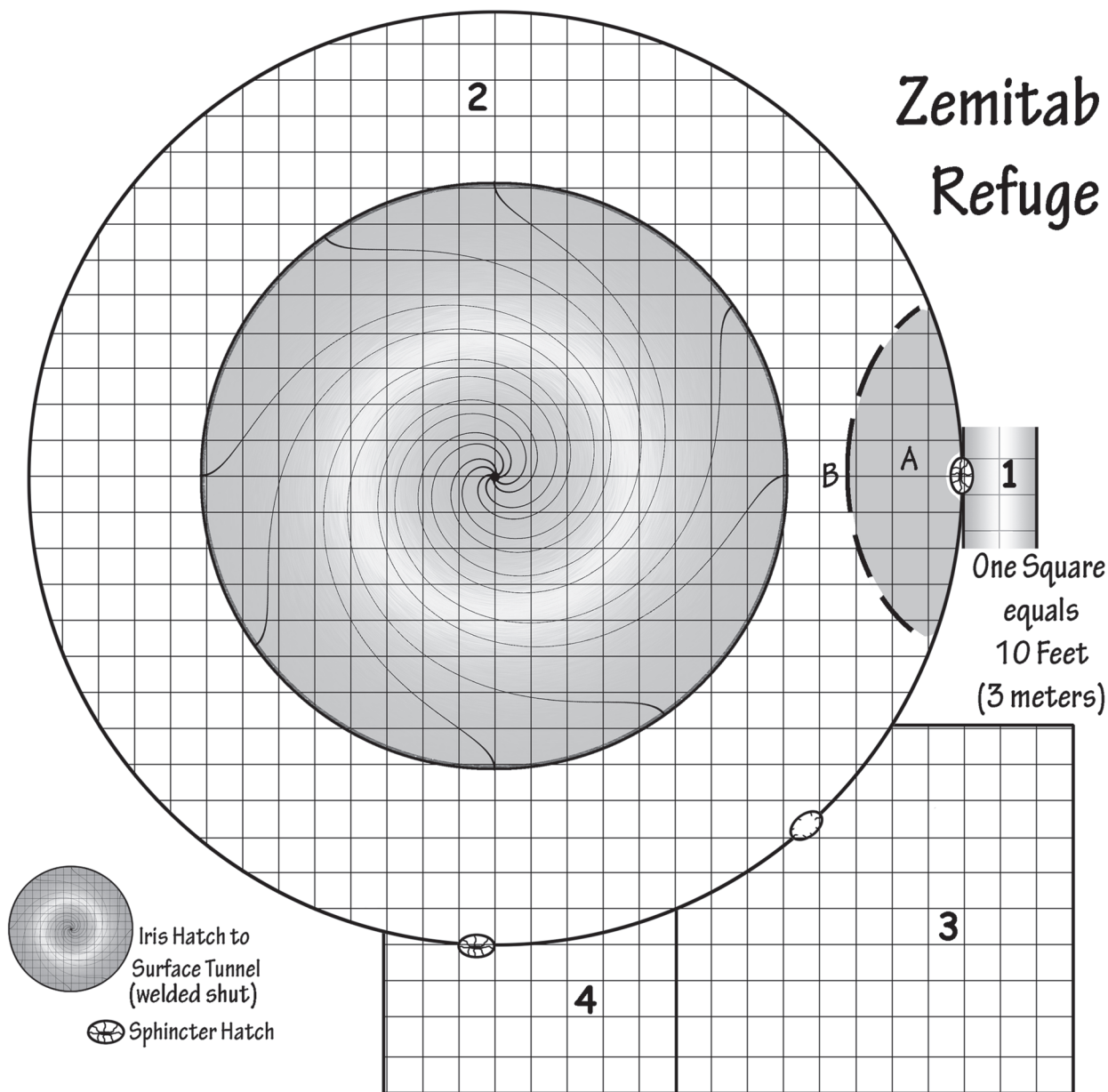
**Demeanor:** The Yellow Fungus colony within these Servitors have received updated instructions from the Control Center to terminate the characters. They will continue attacking until either the invasive characters have been eliminated or they have. Note that the Yellow Fungus will continue to attack even after if its Servitor is disabled.

**Power:** 10% (2)  
**Health:** 1  
**Init:** +75% (+15)

**Defense:** 10% (2)  
**Move:** 3  
**Damage:** Special

**Special:** Yellow Fungus inflicts no damage, but can form a pseudopod 20' long to search for and attack equipment containing a data processor. A successful hit indicates the fungus now controls the equipment. You should then use whatever attack form seems appropriate to simulate the equipment attacking a character. Yellow Fungus is unaffected by impact-based (kinetic) attacks.

When the Sphincter Hatch to this chamber is opened, highly intelligent characters will likely either move rapidly and quietly to another hatch/exit, or will simply reclose the hatch, placing themselves on the far side.



# THE OUTER HIGH GRAVITY RING

## I: The Zemitab Refuge

The Zemitab are a benign alien race that has crash-landed on the surface of the Dark Visitor (see page 22). Unable to subsist for long in that harsh environment, they made their way beneath the surface. Harassed by constant attacks from the various protections employed by the Visitor, they have established a sanctuary within one of the Scout Ship Growth Bays in the Outer High Gravity Ring of the ship. Gravity, depth, pressure and atmosphere are identical to all other Scout Ship Growth Areas(see page 35).

**Note:** Any attempts to enter this area from the Iris Hatch on the surface of the sphere will prove extremely difficult. The Iris Hatch has been welded shut by the Zemitab for safety. This area may be easily accessed only via the Sphincter Hatch and Access Passage (Area #1 on the mini-map).

### Area #1: The Electromagnetic Field

As the characters pass the Sphincter Hatch that leads into this area (Area #1 on the mini-map), any active electronic sensing devices they might possess will alert them to the presence of the Zemitab on the far side of this hatch.

**All of the sensors in the party seem to have suddenly gone berserk. Needle after needle is pinned to the far right of each gauge. Digital devices register only a large “e”. There is evidently an enormous electromagnetic field nearby.**

The Sphincter Hatch will open normally, but the Zemitab have prepared a surprise for any would-be intruders on the far side of the portal.

### Area #2: Automated Defense

Several attempts have been made by the Dark Visitor’s Artificial Intelligence to rid the sphere of its unwanted Zemitab visitors. In order to ensure their survival, the Zemitab have placed an automated sentry and intruder response system within this area to destroy any denizens the Visitor might choose to send through the Sphincter Hatch.

Activated by motion, this sentry device fires a burst of plasma energy at the first character or object to pass the threshold of the Sphincter Hatch. It will continue to fire at anything passing the hatch once every second until either no movement is detected within its range, or the Zemitab shut down the sentry (explained below). As the hatch opens, but before any characters passes through the hatch, describe the scene:

**As the Sphincter Hatch opens you see a large dimly lighted room beyond. The hair on your arms rises up, and you feel a slight tingle on your skin. A strange-looking device, perhaps a robotic servant, stands about 35’ from the open hatch, its base a cube, and its top a disk-shaped platform upon which is mounted a pipe-shaped object. Wires and tubes connect the two. The room beyond is quite large, and the ceiling and walls are beyond the range of your vision.**

### Zemitab Automated Sentry Unit

**Appearance:** This automated unit is little more than a motion sensor with a mounted turret. Its base is a cube measuring 2’ per side, which connects to a mounted ‘blaster’ that sits atop a rotating disk-shaped turret. The entire mechanism is a mere 4’ in height and is comprised of a metal-like white plastic material.

**Demeanor:** This automaton follows a set of pre-programmed commands to blast anything that might venture through the Sphincter Hatch that marks the only current entrance to this room.

**Power:** 10% (2)

**Defense:** 20% (4)

**Health:** 45

**Move:** 0

**Init:** +15% (+3)

**Damage:** Plasma Blast (45)

**Special:** Due to its computer-assisted targeting, the sentry makes all of its attacks at +20% (+4) to hit. The sentry is highly susceptible to water damage and will short circuit, shutting down entirely, if more than a pint is splashed upon its circuitry. This unit has been connected to the power supply of the Dark Visitor, and its supply of plasma bolts is thus virtually unlimited.

The gray area marked “A” on the map for this section outlines the limits of the sentries ability to sense motion and target/repel intruders. “B” indicates the position of the sentry. The rest of the area is sparsely populated with abandoned and destroyed Zemitab equipment.

Should the characters surrender, or via some other method make an obvious plea for a cessation of hostilities, a Zemitab will emerge (description at right) from area #4 and shut down the sentry. The Zemitab have a rudimentary digital translator that, given time, will allow communication between the Zemitab and the characters. Whether the characters are patient enough to allow for the completion of this somewhat protracted process is left to your discretion.

The Zemitab are stranded on an alien world, hunted by the alien fungi, and short on supplies. They will count as allies any life form that might provide them with assistance in any of these areas. They are a fiercely proud species, however, and will take offense should the characters adopt anything resembling a superior attitude.

Should the characters remain friendly, the Zemitab will remain friendly. Should the characters become haughty, or violent, the Zemitab will respond in kind. As the addition of an alien race to your campaign might prove problematic, any outcome is possible within this section. Feel free to use the Zemitab as you see fit.

The rest of area #2 is sparsely populated with the remnants of abandoned Zemitab equipment. It has been rendered useless by attacks from the inhabitants and servants of the Dark Visitor, and nothing of value remains.

### Area #3: The Nest

The Sphincter Hatch leading to this area has been destroyed by the Zemitab in order to prevent its closure by the Dark Visitor. The hatchway edges are blackened, and there are obvious signs of past violence. Any characters approaching will see only a 3-meter diameter opening of irregular circular shape, and the room beyond.

**An open portal, its irregular edges forming a rough circle some 3 meters (10’) in diameter, lies before you. Its edges are blackened, and it may once have been a hatchway. The area beyond is a flurry of activity with large insectoid beings bustling about engaged in a flurry of unidentified activity. Strange equipment also lies scattered about, some of it being administered to by the insect-like beings, some being used by these beings, and some merely standing idle. There is an obvious feeling of tension within the area as the beings race from one piece of equipment to the next.**

Five healthy Zemitab survivors are present in this area, as well as all of the material and equipment they were able to salvage from the wreckage of their spacecraft on the outer hull (see page 22). The Zemitab in this area are desperate, and any reaction on their part to the presence of the character party is within the realm of possibility.

### Zemitab (Explorer)

**Appearance:** The Zemitab are an insect-like species strongly resembling a gigantic version of an Earth-born ant. They measure between 5’ and 6’ in height but, due to their exoskeletal body structure, weigh only from 40-60 pounds. They are a reddish black in color and wear no clothing beyond an intricate harness that holds their equipment (numerous pouches for items and equipment, a Zemitab Force Field Generator, and a holster for a Zemitab Blaster).

**Demeanor:** The Zemitab are enigmatic to humans as they have no desires beyond the acquisition of knowledge, and the continued improvement of their race. They are proud, and will accept no criticism of their species or its cultural pursuit of knowledge.

**Power:** 15% (3)

**Defense:** 25% (5)

**Health:** 30

**Move:** 0

**Init:** +15% (+3)

**Damage:** Plasma Blast (42-46) OR Leg Swipe (1d6)

**Special:** the Zemitab may activate a Force Field Generator (see page 23) providing one of the following three levels of defense, depending upon the setting chosen:

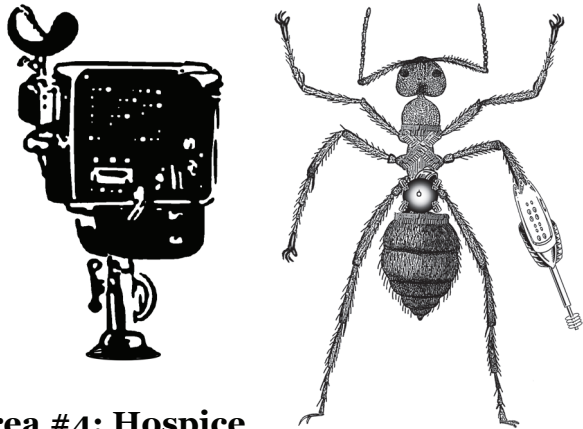
## THE OUTER HIGH GRAVITY RING

**Atomic:** Blocks damage of all kinds. Any single attack that generates more than 50 points of damage will overload this field and render the Force Field Generator useless (it overloads and shorts out).

**Molecular:** Blocks all physical damage but has no effect on energy-based forms of attack. It provides a biologic filter as well. Any single physical attack that generates more than 150 points of damage will overload this field and render the Force Field Generator useless (it overloads and shorts out).

**Impact:** This setting cuts any physical damage (impact) suffered by the Zemitab by 75%. It cannot be overloaded.

The Zemitab provide a unique opportunity for unscripted interaction with your players. The Zemitab may choose to befriend, simply trade, or attack the character party, at your discretion. They may also become a fixture in your campaign, with ongoing appearances and influence, or this might be the only contact your players ever have with this species. The choice is left to you.



### Area #4: Hospice

This area contains two wounded Zemitab explorers that are resting and recovering. Any character with Entomology skills, as well as medical skills, might be able to offer these Zemitab's assistance that will be greatly rewarded by their fellows. Conversely, these hapless explorers are weak, unprotected, and easily dispatched should your players decide that such is their desire. There is little else of value in this area.

**Two motionless insectoid figures lie upon the floor of this irregularly-shaped 40'x 80' room. They are obviously wounded.**

### J: Exhaust Separation Room

Many processes that occur within the Dark Visitor produce exhaust; gasses that for the function of a given unit are counterproductive by-products, but that may be used by other portions of the vessel. These gasses are drawn into Exhaust Separator Rooms via vacuum suction through a series of ducts within the Dark Visitor.

**Gravity during spin:** 1.5G (This room automatically seals during spin).

**Depth:** 100 feet

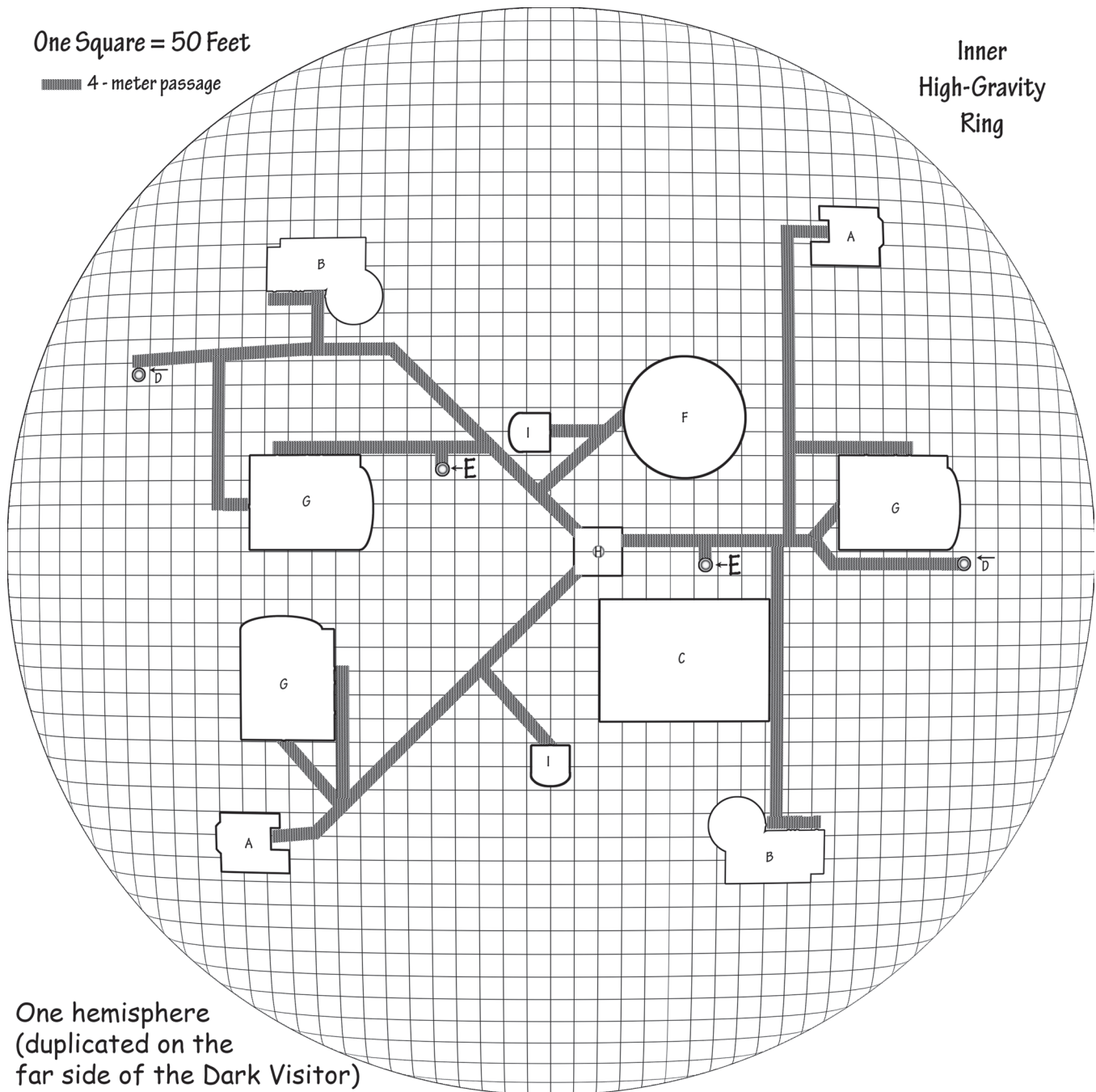
**Pressure and Atmosphere:** A variable mix of chemical gasses that is universally charged to a pressure of 40 PSI. Any character suddenly exposed to this level of pressure suffers 4d20 damage from the initial pressure exposure. Unfiltered breathing of this atmosphere causes 1d20 damage per minute of exposure.

Exhaust Separation Rooms are large filtration areas where the various gasses produced during processes aboard the Dark Visitor are filtered and separated. Access to these rooms is achieved through a pressure locked room (10 meter cube) with a sphincter hatch at either end. The separator room measures a uniform 30 meters per side and encompasses 2700 cubic meters of space. Ducts leading into the separator room from various parts of the spacecraft feed a pressurizing pump which then raises the pressure within the separator room to more than twelve earth atmospheres (40 PSI). This same pressurization pump also regulates the operation of the pressure/air lock that allows access to the room. The sphincter hatches have built-in safeguards to ensure that only one of the sphincter hatches may be opened at any given time, and that pressure has been equalized before the hatch opens. These safeguards can malfunction should characters tamper with the data processors that control these portals.

Various half-meter wide ducts also lead outwards from this room to various portions of the ship. These ducts are sealed within the separator room by sphincter hatches that regulate the flow of gasses back to various parts of the ship. They also contain filtration units that allow only specific gasses (CO<sub>2</sub>, NH<sub>4</sub>, etc.) to flow through specific ducts, returning purified gasses to various portions of the sphere.

## THE INNER LOW-GRAVITY RING

Many functions occur within the Dark Visitor; all designed to promote the exploration of new potential habitats and food sources, and to preserve the health of the Alien Master Fungi Colonies that 'pilot' the vessel. Those processes that require little or no gravity for any of their functions, as well as those processes that are absolutely vital to the continued health of the Alien Master Fungi are consigned to the Inner Low-Gravity Ring of the Dark Visitor.



## THE INNER LOW GRAVITY RING

### Environmental Changes From the Outer Ring

As the characters proceed inwards through the passageways of the Dark Visitor, they will notice several changes that occur to the general environment. Gravity under spin within the Inner Ring never exceeds .9G, and fluctuates from .5G-.9G dependent upon depth.

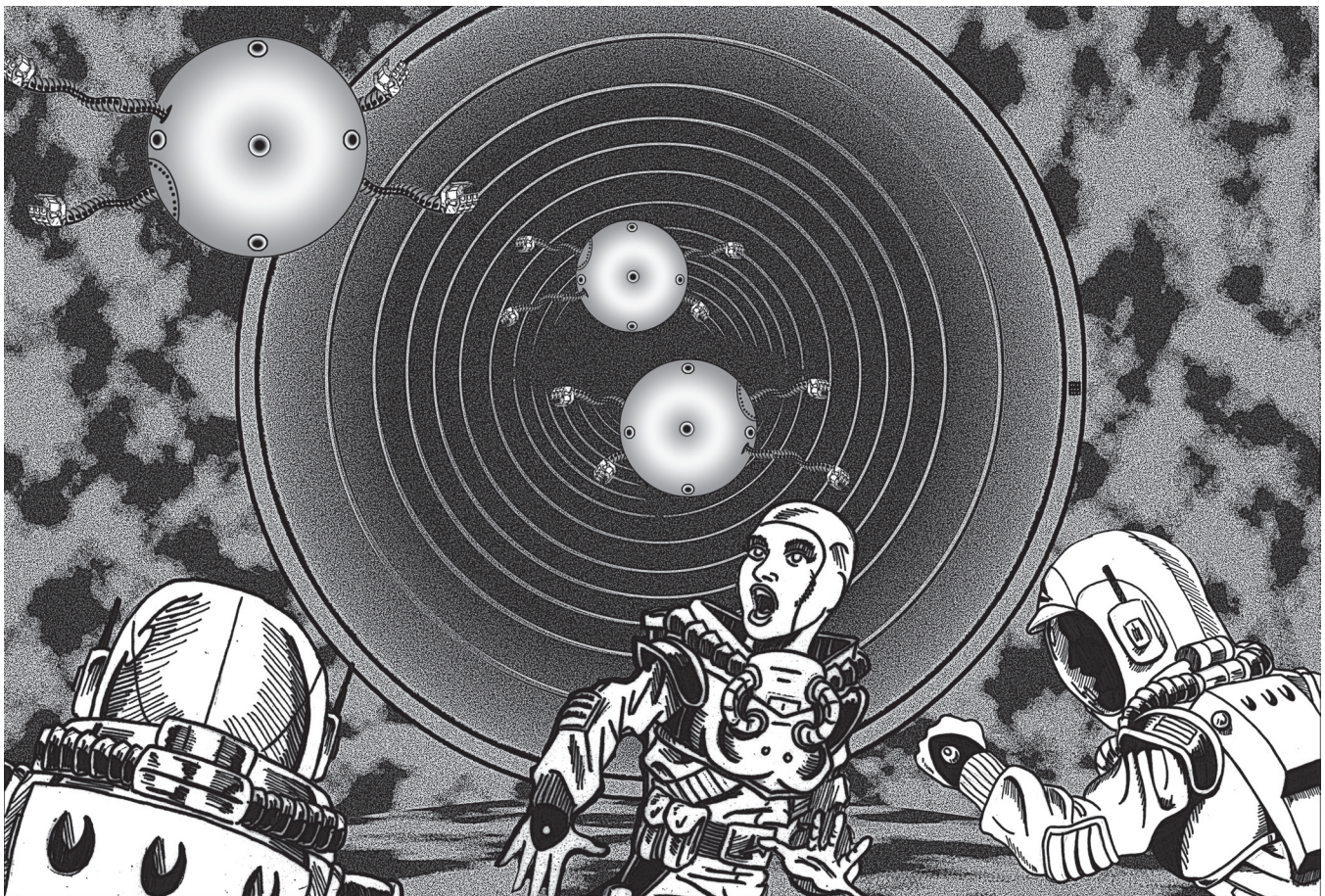
The pressure is also generally lower as even infrequent periods of spin gravity decrease the atmospheric pressure within this ring while increasing the pressure in the outer ring. As a standard, most areas are pressurized at 980 millibars (slightly lower than standard Earth pressure) and the atmosphere is comprised of 75% Nitrogen (N<sub>2</sub>), 11% Carbon Dioxide (CO<sub>2</sub>), and 14% Oxygen (O<sub>2</sub>).

In layman's terms, this atmosphere is breathable for a limited period of time (roughly an hour) but will rapidly cause a deterioration of motor skills due to the high nitrogen and CO<sub>2</sub> content.

This environment also has a high humidity factor (75%) and will cause characters relying on 'cabin air' within the outer ring to tire quickly. Deviations from this standard humidity, chemical composition, and pressure are noted in the introduction of each area description.

### Wandering Monsters

Wandering Monsters within the passageways of the Dark Visitor are rare, but traffic through the Inner Low Gravity Ring is more common than in the Outer Ring. In most cases a 10% chance per 200 feet (61 meters – the distance between interior passageway Sphincter Hatches) of passageway traversed should be considered 'normal'. If the characters are creating a disturbance, however, you should feel free to toss in any encounter you feel appropriate. The only wandering monsters that should normally be found within the Outer High-Gravity Ring are Servitors, Yellow Fungus, Spongoids, Zoombees, and the occasional Alien Master Fungi colony (see Entity Database, page 95).



DETAILED DESCRIPTIONS OF AREAS IN THE INNER LOW GRAVITY RING

**A: Atmospheric Control Station**

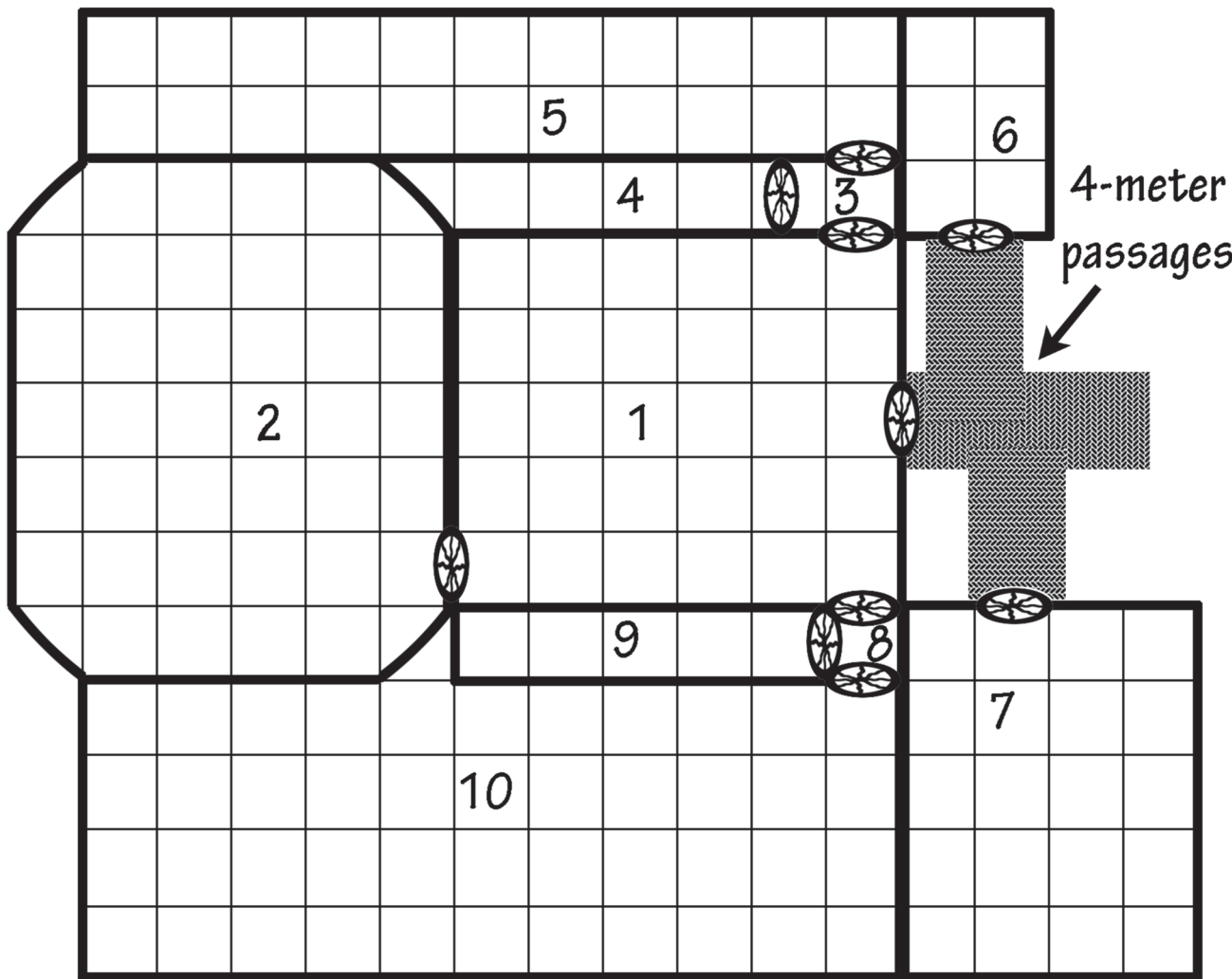
The Dark Visitor has a total of four atmospheric control stations (substations), each controlling a quarter of the sphere, and each capable of supporting not only the quarter which they service, but the entirety of the Control Center.

**Gravity during spin:** 0.75G

**Depth:** 450 feet

**Pressure and Atmosphere:** standard pressure (980 millibars -slightly lower than standard Earth pressure) and atmosphere comprised of 75% Nitrogen (N<sub>2</sub>), 11% Carbon Dioxide (CO<sub>2</sub>), and 14% Oxygen (O<sub>2</sub>) with 5% Humidity.

Atmospheric Control Center



 3-meter Sphincter Hatch

One Square = Ten Feet

## THE INNER LOW GRAVITY RING

Although the parameters for atmospheric pressure, humidity, and gaseous mix are all determined at the Control Center, automatic adjustments are relayed from the Artificial Intelligence in the Control Center to these four stations on a constant basis in order to properly regulate the interior environments of the vessel.

### Room#1: Control Center and Pumping Station

This room is the nerve center of the Atmospheric Control Station. Housed within this chamber are the pumps, automatic controllers, manual input devices, and working machinery of the station, as well as a pair of Servitors that maintain a regular check that all the equipment is functioning properly. Commands from the Control Center are relayed here, and then gasses are moved from the various storage areas within the station to various areas of the ship, or from various areas of the ship to the filtration and decontamination areas within this station, via the pumps, compressors, and control valves within this room.

**As the sphincter hatch opens, a 50' x 60' (15 X 18 meters) room filled with various types of machinery is revealed. Some of this machinery is obviously pumping equipment, while some is less readily identified. Rhythmic thumping noises and gurgling sounds encompass you in a cacophony of sound (even if the characters are wearing suits). Three sphincter hatches also beckon: one directly to your right, one directly to your left, and one on the far wall in the back left corner.**

**The center and back wall of this room are dominated by the pumping and unidentified machinery, while the wall to your right is filled with banks of what must be data processing equipment, although the input devices and screens are completely alien to your experience. Two Servitors appear to be working diligently over these devices.**

The two Servitors ignore the characters for the first 30 seconds after which they receive instructions from the Control Center and attack.

### Servitors (2)

**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4') in diameter. Four large metal pseudopods project from this outer white shell which also contains 12 small apertures. The small depressions emit jets of compressed gas that allow the Servitor to propel itself easily and in a highly controlled manner in a Zero-G environment.

**Demeanor:** At the center of each Servitor is a Yellow Fungus colony that controls the Servitor. See Yellow Fungus below.

**Power:** 25% (5)

**Defense:** 40% (8)

**Health:** 90

**Move:** 10

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x4)

**Special:** The Yellow Fungus controlling each Servitor will attempt to take over any nearby piece of data processing equipment carried by the characters if the Servitor it controls is destroyed.

### Yellow Fungus

**Appearance:** Yellow fungi appear as a powdery yellow film coating, usually covering 4'- 8' square.

**Demeanor:** The Yellow Fungus colony within this Servitor has received updated instructions from the Control Center to terminate the characters. It will continue its attacks until either that threat has been eliminated, or it has died.

**Power:** 10% (2)

**Defense:** 10% (2)

**Health:** 1

**Move:** 3

**Init:** +75% (+15)

**Damage:** special, see below

**Special:** Yellow Fungus attacks inflict no damage, and they are unaffected by impact-based (kinetic) attacks. They can form a narrow, whip-like pseudopod 20' long to search for and attack equipment containing a data processor. A successful hit indicates that fungus has gained control of the equipment. (You should then use whatever attack form seems appropriate to simulate the equipment attacking a character.)



If the Servitors are defeated, characters with mechanical or engineering skill should be able to ascertain the function of most of the machinery in this room. Further, characters with computer skills will find that hacking into the control systems here is a relatively simple matter (+10% to any skill-type roll) and, should they have a display device, they will be able to directly affect the atmospheric conditions of any area within the same hemisphere as this station.

*Game Master's Note:* heavy weapons fire in this room, especially any fire that misses its intended target, is likely to cause damage to the equipment here. The actual resulting effect can be anything from minor to catastrophic, and is left to your discretion, but have some fun with this area. It is a great place to teach ultra-violent parties of characters the error of their ways. **“A ruptured pipe now begins to fill the room with an unpleasant green gas,”** for instance.

### Room #2: Decontamination Chamber

When the characters enter this area, it appears to be nothing more than a large empty room. In fact, this room is a biological decontamination chamber used by the Dark Visitor to sterilize and purge unwanted biological contaminants. The entire ceiling is covered by a series of 1-meter diameter domes which bathe any gasses, (or hapless characters) in a series of powerful radiations, from microwaves to X-ray. The Sphincter Hatch through which they have entered is there strictly for maintenance purposes.

**As the hatch opens a bare 70'x 60' (18 x 21 meters) room with a 33' ceiling is revealed beyond. The corners of this room are rounded (thus eliminating any shadowed areas) and the ceiling is covered by a series of 1-meter domes that appear to be made of milky glass. There are no other exits from this room.**

Should any character in Room #1 accidentally (by playing with the controls in that area) activate the decontamination cycle, the Sphincter Hatch snaps shut, trapping any that are within. The decontamination cycle then commences causing unshielded characters and equipment 1d20 damage for every five seconds spent within this room.

The Sphincter Hatch that seals this room withstands 60 points of damage before failing, and there is a 25% chance that any character still at the controls in Room #1 might be able to stop the cycle before its completion. If the characters are unsuccessful, the cycle will run for a full 30 seconds (6d20 damage to characters and equipment) before the pumps in room #1 evacuate the pressure from the room for an additional 10 seconds (4d20 damage from loss of pressure and oxygen deprivation for characters exposed to the atmosphere here, characters garbed in pressure suits suffer no damage, while characters with a breathing unit but no pressure suit suffer 2d20 damage from the drop in pressure). The pressure is then reestablished, and the Sphincter Hatch then reopens to allow for Servitor inspection.

### Room #3: Control Substation for Gasses

This small substation contains monitoring equipment for the gaseous content and pressure in the multiple storage vessels in Room #5, *Gaseous Storage*, and provides an airlock if something untoward occurs in Rooms #4 or #5. Its monitors are suited for the alien fungal races, and as such, emit chemical signatures (as an interface) rather than visual ones. Only those characters that hack into the monitors here (using computer-based skills) using a separate visual screen will comprehend any of the data here.

**A small room lies behind the hatch measuring 10'x 15' (about 3 x 4 meters) with two further 3-meter sphincter hatches. Strange squares, perhaps frames, can be seen on the two walls to your left, but their purpose is unknown.**

### Room #4: Gaseous Filtration Unit

This chamber is packed with various fibrous filters, and the means for drawing off into storage compartments the then-purified gasses. The hatchway here is used by the Servitors only for maintenance purposes. Solid waste products and containerized excess gasses are stored in Room #6.

**The 10' wide chamber that lies behind this hatch is filled with a maze of loose fibrous material and smallish (about 80mm) tubes.**

## THE INNER LOW GRAVITY RING

If the characters cause damage to the workings within this chamber, the Control Center will dispatch additional Servitors to administer repairs.

### Room #5: Gaseous Storage

This Chamber is filled with small sub-chambers separated by one-meter access ways (suitable for Servitors, not so much for humankind). Various gasses are stored here under pressure so that they may be 'sent' where needed by the compressors in Room #1. Large manifolds near the ceiling route these gasses where needed throughout this hemisphere of the Dark Visitor.

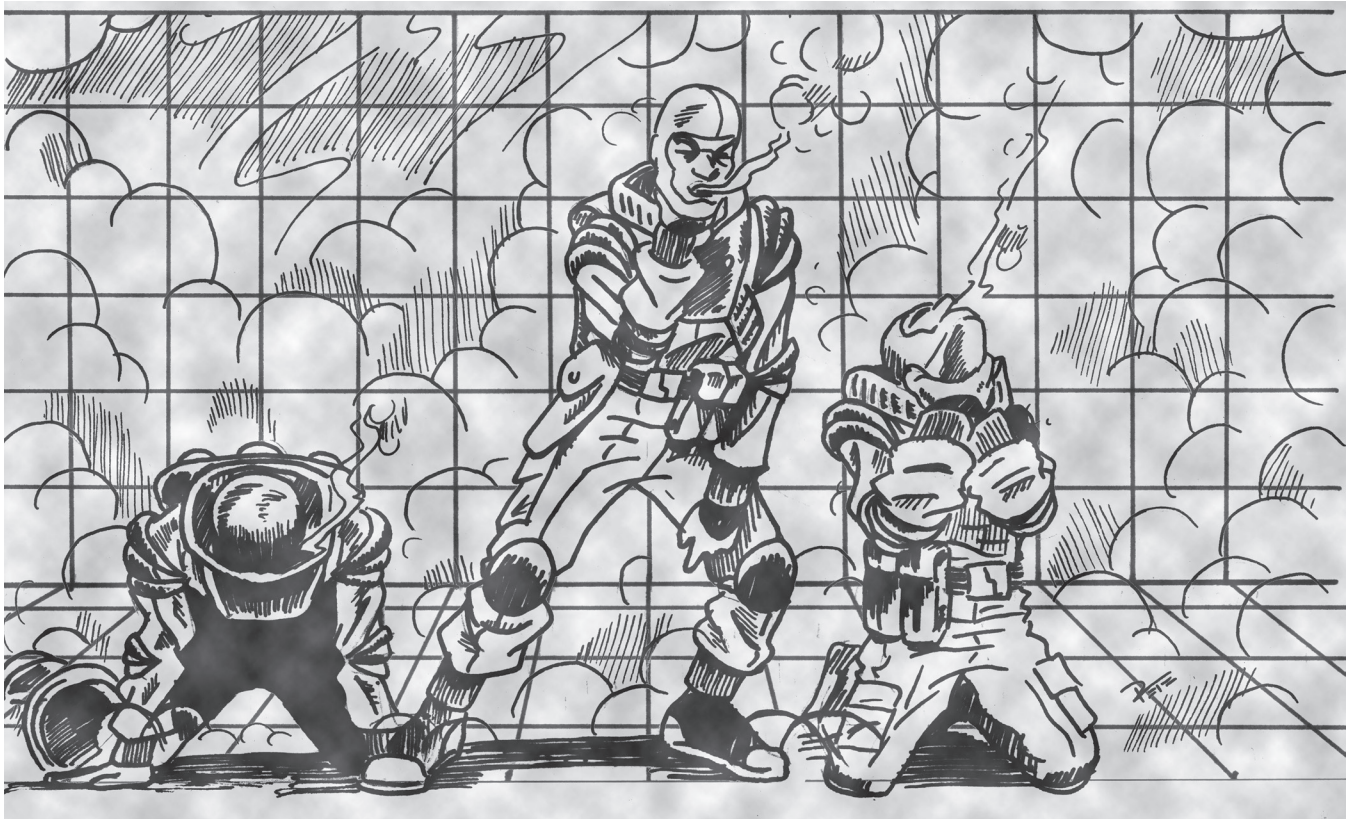
**A 20' deep (6-meter) chamber with a 30' ceiling (9 meter) lies beyond the hatch, and it continues to your left for farther than you can see. It is filled with pipes, tubes, and strange cubic forms that leave only narrow, 4' circular access pathways between them. The juxtaposition of these pipes and cubes is quite orderly however, and as you shine your light down one of the 'tunnels' in this room, you can see that it extends for more than 60'.**

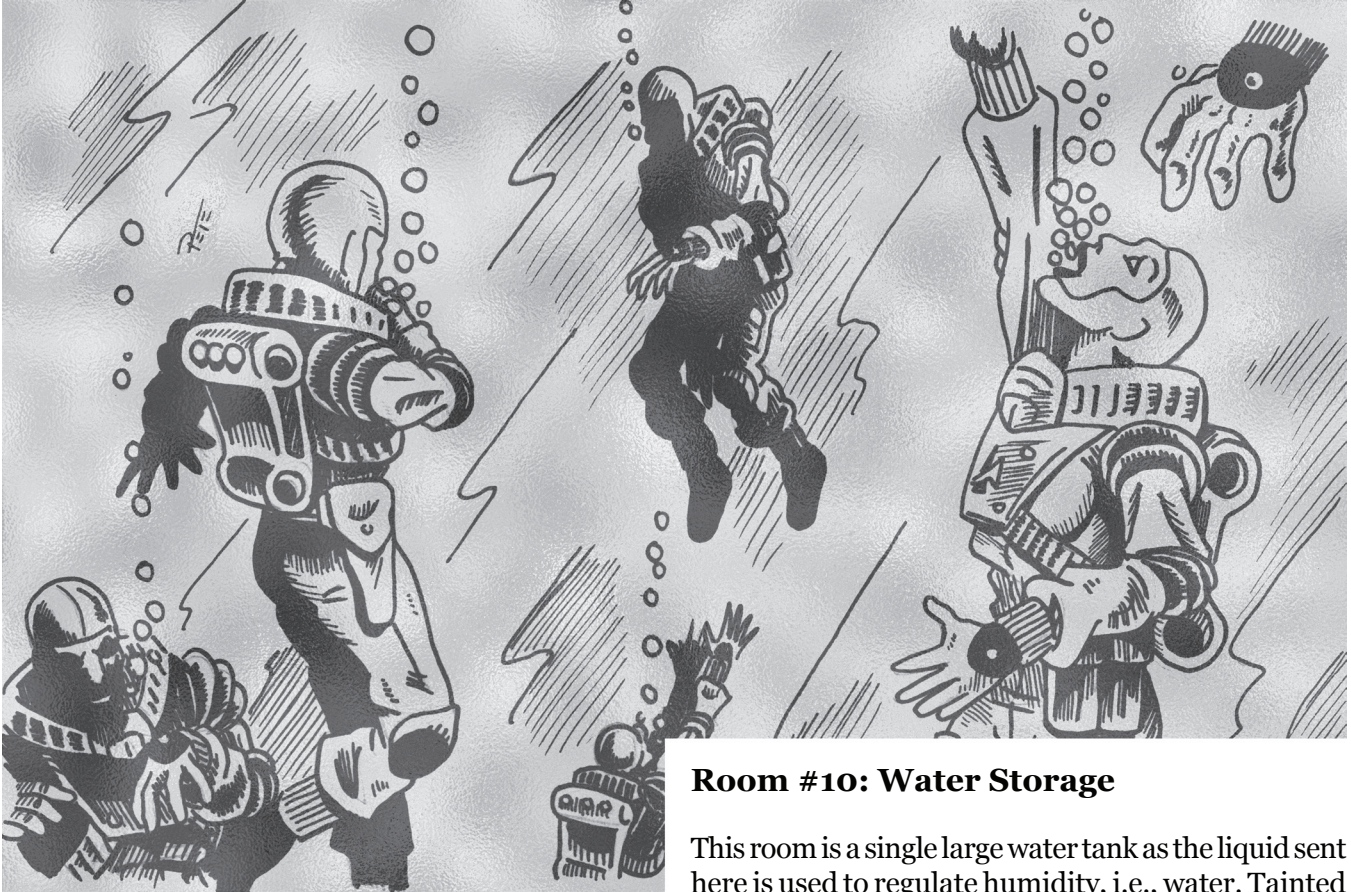
The characters may explore this area with impunity as the system is sealed — no control valves exist within this room, and there are no sharp edges. You might decide that a character could 'get stuck', but that would likely be a worst-case scenario.

### Room #6: Precipitated Gaseous Waste Storage

Solid precipitated waste that has been filtered from the gasses stored in Room#5, as well as excess gasses not currently needed (in compressed gas cylinders) are stored in this chamber. Several of the gasses here are explosive, and some are also quite toxic. In addition, the labels on the storage containers are chemical signatures (for smell) and unless your characters have a means for identifying the labels by smell, they will be unable to ascertain the contents of any of these containers without opening them... ..which could, of course, prove very hazardous.

**This 20' x 30' (6 X 9 meters) chamber is filled with loose, stacked ceramic containers and cylinders.**





**Room #10: Water Storage**

This room is a single large water tank as the liquid sent here is used to regulate humidity, i.e., water. Tainted water sent to this control station is filtered through Room#9 before being pumped into Room#10. The hatchway to this area is for maintenance purposes and will not (normally) open unless the water has been drained from this room. Should your players decide to destroy the Sphincter Hatch here, the other two Sphincter Hatches in this area automatically close, and any characters present in either Room #8 or Room #10 will be rapidly submerged.

As the water in Room#10 is stored under pressure, all air will be immediately (within 15 seconds) evacuated via the filter in Room#9. The pressure of the water, should this occur, is equal to 6 atmospheres. There is enough pressure to cause discomfort, and equipment failure, but if the characters have an artificial air supply, their bodies adapt and they are able to breathe. If they are later rescued by destroying the door to Room#1, however, Room#1 floods to a depth of 10', and the immediate de-pressurization will give those characters unable to avoid the affect 'the bends' (nitrogen bubbles in the bloodstream). Those characters who suffer depressurization endure 4d6 damage before their bodies again adapt.

**Room #7: Solid and Liquid Storage**

This chamber is identical to Room#6 above except that it is used for storing those wastes filtered from the water in Room #10 by the filtration unit in Room #9.

**Room #8: Control Substation for Liquids**

This small chamber is identical to Room#3 except that it is used to monitor water pressure and filtration for Rooms # 9 and 10.

**Room #9: Liquid Filtration**

This chamber is packed with various fibrous filters, and the means for drawing off into storage compartments the waste products removed from the water stored under pressure in Room#10. The hatchway here is used only by the Servitors for maintenance purposes. Solid waste products removed by this filter are stored in Room #7.

## INNER RING OPTIONAL ENCOUNTER

### Optional Encounter for the Atmospheric Control Chamber: **MUTANT FUNGUS**

If you feel your players need an additional challenge, you may opt to have one of the four stations (chosen at your discretion) suffer from a biological malfunction as described below:

#### **Room #1 Alternate Description:**

**As the sphincter hatch opens, a 50'x 60' (15 X 18 meters) room filled with various types of machinery is revealed. Some of this machinery is obviously pumping equipment, while some is less readily identified. Rhythmic thumping noises and gurgling sounds encompass you in a cacophony of sound (even if the characters are wearing suits). Three sphincter hatches also beckon: one directly to your right, one directly to your left, and one on the far wall in the back left corner.**

**The center and back wall of this room are dominated by the pumping and unidentified machinery, while the wall to your right is filled with banks of what must be data processing equipment, although the input devices and screens are anything but familiar. At the center of this huge chamber is what appears to be a massive brain fungus. The fungus fills the center of this room, and meter-thick tendrils extend into all of the Sphincter Hatches that lead from this room, apparently piercing them. Several strange sponge-like forms measuring several meters in diameter lie scattered near the base of this disembodied brain, as well as a dozen blue rubber-like 6" spheres.**

A fungal mutation that has escaped the *Fungi Propagation Vats (Area F)* on this level of the Dark Visitor, the Brain Fungus is attempting to alter the environment of the Visitor to better suit its own existence. The sponge-like masses and the rubbery spheres are Spongoids and Zoombees (see Entity Database, page 95) which, through a careful manipulation of the atmospheric and filtration controls and equipment contained here, the Brain Fungus has managed to gain as allies.

Its meter-thick pseudopods extend to the control centers in rooms #3 & #8, and it is able to supply its own needs, currently, with great efficiency.

If ignored, the Brain Fungus will seal the outer Sphincter Hatch to this area in hopes of trapping the characters, later killing them by releasing various toxic gasses into the room (which gasses these might be are left to you), and later slowly devouring their bodies for their chemically-rich contents. Any attack aimed at the Brain Fungus will initiate a counter attack by the Spongoids and Zoombees.

#### **Zoombees (12)**

**Appearance:** These blue 6" rubbery spheres move forward by rolling and bouncing unerringly towards their target.

**Demeanor:** Zoombees are able to identify materials that are foreign to the Dark Visitor. They pursue all foreign materials in an effort to make physical contact with them. Zoombees are similarly attracted to any object coated with Pink Fungus (see Entity Database page 97).

**Power:** 5% (1)

**Defense:** 30% (6), 60% (12) when activated

**Health:** 15

**Move:** 9

**Init:** +5% (+1)

**Damage:** special

**Special:** Zoombees attack by launching themselves at their intended target. If the attack is successful, the Zoombee adhere's to the target and activate, inflating to eight times their original size (about 2' in diameter), and enveloping a portion their target when possible. The Zoombee then becomes rock hard (its defense becomes 60%) and inert. Equipment successfully attacked by a Zoombee becomes quickly useless, while characters lose 4" of movement and a degradation of 20% (-4) to any attacks, movement, or abilities used for each Zoombee that attaches itself in this fashion. Activated Zoombees often whistle loudly in an attempt to attract other nearby Zoombees. This whistling can be heard for hundreds of meters if the conditions are favorable.

Activated, inert Zoombees must be destroyed (physically attacked) to be removed.

### Medium Spongoids (5)

**Appearance:** An irregular, white, sponge-like mass of 9'-11' diameter, Medium Spongoids move by extending pseudopod portions of their mass forward and then drawing their main body mass after.

**Demeanor:** Mindless, Spongoids are drawn to non-electro-magnetic sources of power/radiation. They are also drawn towards activated Zoombees (see previous page).

**Power:** 40% (8)

**Defense:** 10% (2)

**Health:** 100

**Move:** 15

**Init:** 0

**Damage:** special (enveloping)

**Special:** A successful attack by a Spongoid indicates that it has enveloped its target (or some portion thereof – these Spongoids are large enough to envelop a human character's limb, torso, or head, but not an entire human). The enveloped target may then attack from within the Spongoid, but suffers 3d8 damage per turn as the Spongoid exudes rhizomes (root-like tentacles) into the enveloped target which digest these materials with a highly corrosive acid. Medium Spongoids ingesting an entire human-sized opponent may grow to become Large Spongoids (see Entity Database, page 101).

### Brain Fungus

**Appearance:** Brain Fungus appears to be a pink, slimy, disembodied brain; its surface covered in a series of folded bulges resembling the gyri and sulci of this organ.

**Demeanor:** Moderately intelligent, Brain Fungus is incapable of actually attacking the characters, but may trigger the release of various toxins from the control centers of the Atmospheric Control Center as it has thoroughly penetrated all of its automated control data processing.

**Power:** 15% (3)

**Defense:** 5% (2)

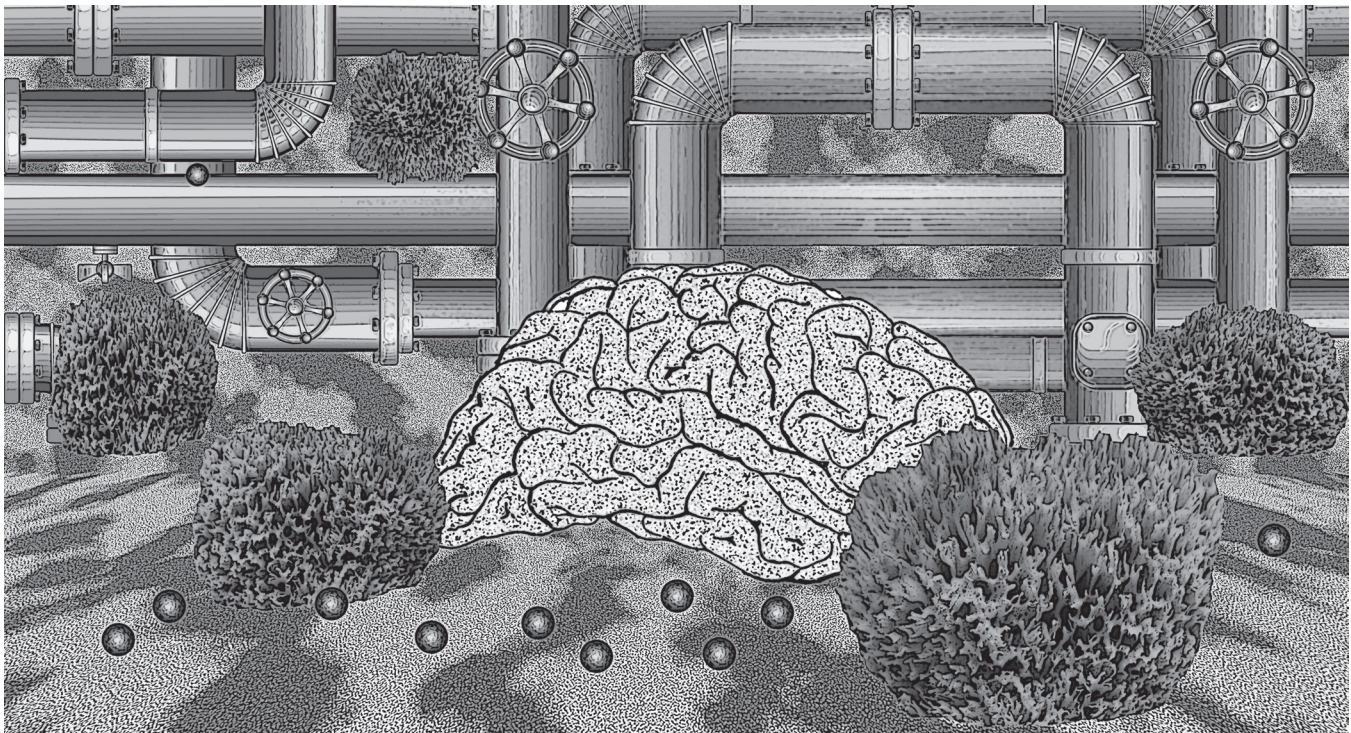
**Health:** 150

**Move:** 1

**Init:** +5% (+1)

**Damage:** none

**Special:** Should the Brain Fungus be killed, the defending Medium Spongoids will cease their attack, instead wandering aimlessly about the area. The Atmospheric Control Center here has, however, been thoroughly compromised, and will immediately shut down should this occur. Undoubtedly, the Control Center of the Dark Visitor will undoubtedly notice this malfunction given time, and will send someone (likely Servitors) to investigate.



# THE INNER LOW GRAVITY RING

## B: Servitor Center

Servitor Centers are semi-automated stations where Servitors are charged, repaired, and manufactured, as well as the storage location for spare Servitors. As these robotic units either wear out or develop malfunctions, they are deactivated from within by their Yellow Fungus controllers, and replacements are sent to the needed locations from one of these centers. The first duty of any Yellow Fungus receiving a new Servitor is to bring its abandoned Servitor to one of these centers so that its salvageable parts might be preserved.

**Gravity during spin:** 0.5G

**Depth:** 500 feet

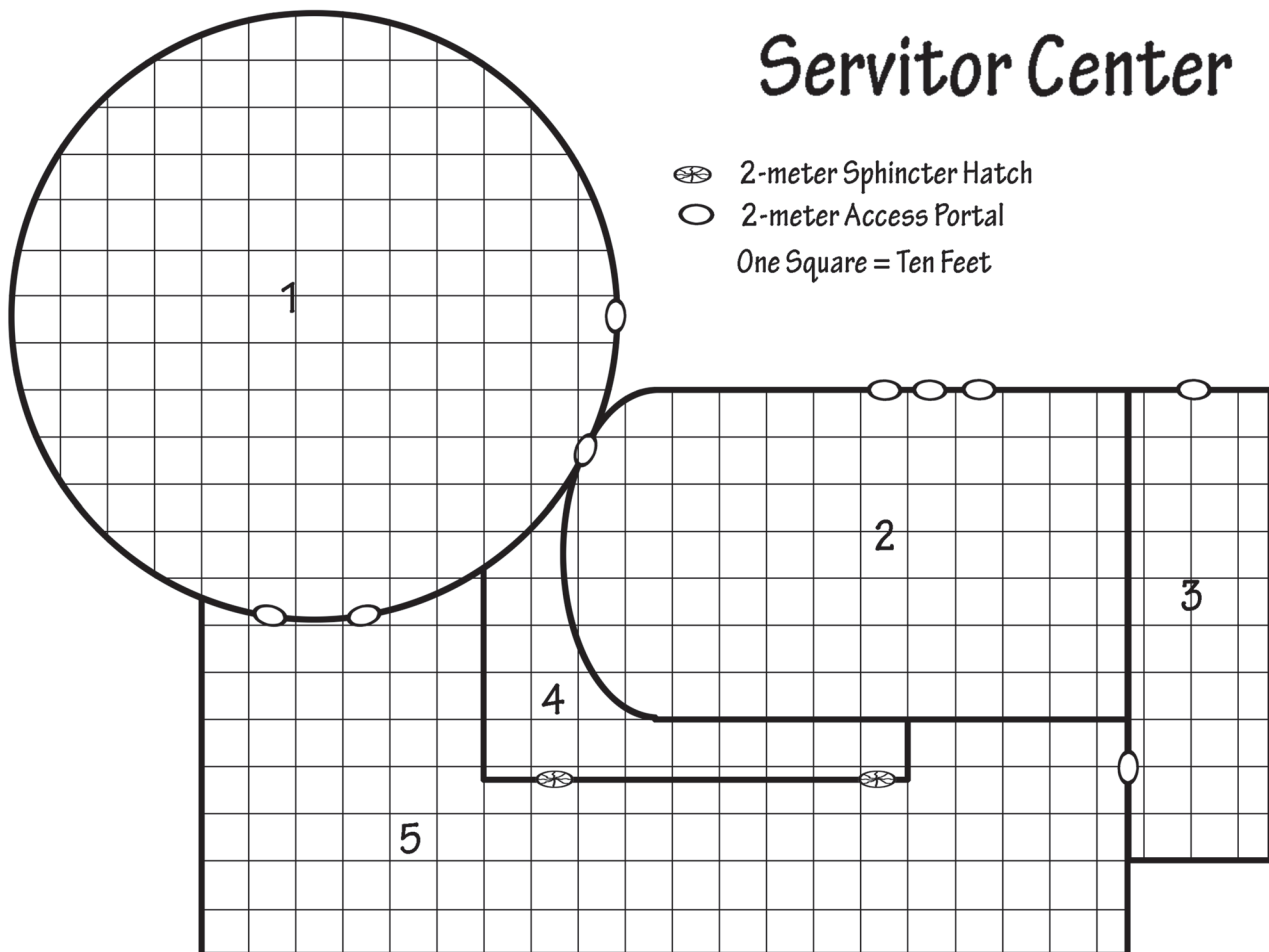
**Pressure and Atmosphere:** standard pressure (980 millibars) and atmosphere comprised of 75% Nitrogen (N<sub>2</sub>), 11% Carbon Dioxide (CO<sub>2</sub>), and 14% Oxygen (O<sub>2</sub>) with 0% Humidity.

Given the regular Servitor traffic into and out of these stations, 2-meter wide portals have replaced hatchways in this area of the Dark Visitor. These portals are mere openings in the passageway wall that leads into the rooms of this center. Only the Fire Fungus Generator room has been quarantined from direct access due to the nature of the functions performed there, and the fungus that resides there. Characters see and hear a Servitor Center long before they enter one.

**Flashing lights and faint noises can be seen at the end of this passage, some 200' (61 meters) away.**

As a character approaches, the din from this area increases as the manufacturing area (Room #5) includes arc welding, ceramic shaping via large grinding machines, and various other clamorous machinery is constantly in use. The flashing lights are from the arc welding, although the Servitors creating these lights are unaware of their existence.

## Servitor Center



When the characters approach to within 150 feet of the center, they should be able to see a bit more, including the lack of hatchways into this area.

**You now see a series of light-flashes through a 2-meter opening at the end of the passage. Studying the passage for clues, you notice that several of these openings also appear in the wall to your left, the nearest less than 40 feet from where you now stand.**

Should the characters peer through these openings without physically entering the rooms, modify the descriptions that follow.

### **Room #1: Repair and Recharge Center**

This 128' (39 meter) diameter circular room has a 32' (10 meter) ceiling, and is dedicated to the repair and recharging of damaged and worn-out Servitors. One-meter pillars of ceramic are attached at regular intervals to, alternately, the floor or the ceiling of this chamber. Atop each of these 18 stations (depending on your gravity perspective) is a repair station with a small but powerful laser welder, a ceramic grinder, a circuit tester, and a variety of other repair tools.

**The circular room beyond the two-meter portal is large, nearly 40 meters in diameter, and measures ten meters from floor to ceiling. Stalagmites and stalactites topped by mechanical clusters of equipment appear at regular intervals throughout the room, and several of these mechanical clusters show activity. The one closest to you contains a partially dismantled robot (Servitor) that is being serviced by another robot (Servitor) that is obviously using the equipment cluster. Several of the other equipment clusters show similar activity, although some also appear to be deactivated. Three additional 2-meter portals provide exits to this room to your left.**

Each station is attended by a Servitor. Unlike most Servitors, those that crew these repair stations are highly independent and need only occasional information and instruction from a data uplink. They may therefore attack intruding characters at any time, and may use the tools of a given repair station in their attack.

### **Servitors (1 -18)**

**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4') in diameter. Four large metal pseudopods project from this outer white shell which also contains 12 small apertures. The small depressions emit jets of compressed gas that allow the Servitor to propel itself easily and in a highly controlled manner in a Zero-G environment.

**Demeanor:** At the center of each Servitor is a Yellow Fungus colony that controls the Servitor. See Yellow Fungus below.

**Power:** 25% (5)

**Defense:** 40% (8)

**Health:** 90

**Move:** 10

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x4) for each, OR Laser welder (1d12) AND Grinder (1d12)

**Special:** The Yellow Fungi piloting these Servitors is highly adaptive and may use the tools at its disposal to attack the characters. The Yellow Fungus controlling each Servitor will attempt to take over any nearby piece of data processing equipment carried by the characters if the Servitor it controls is destroyed. If the room has a zero-atmosphere environment, these Yellow Fungi immediately expire.

### **Yellow Fungus**

**Appearance:** Yellow fungi appear as a powdery yellow film coating, usually covering 4' - 8' square.

**Demeanor:** The Yellow Fungus colonies within these Servitors is highly independent and, from the character's perspective, highly innovative. It knows that the characters do not belong here, and will do its best to either kill or capture them. Note that the Yellow Fungus will continue to attack even after if its Servitor is disabled.

**Power:** 10% (2)

**Defense:** 10% (2)

**Health:** 1

**Move:** 3

**Init:** +75% (+15)

**Damage:** special

**Special:** Yellow Fungi attacks inflict no damage, and they are unaffected by impact-based (kinetic) attacks. They form a narrow, whip-like pseudopod 20' long to search for and attack equipment containing a data processor.

## THE INNER LOW GRAVITY RING

A successful hit indicates that fungus has gained control of the equipment. (You should then use whatever attack form seems appropriate to simulate the equipment attacking a character.)

Characters with appropriate skills may be able to utilize the equipment here to repair damaged gear at your discretion.

### Room #2: Finished Servitor and Parts Storage

This room is the 'warehouse' of the Servitor Center. That portion of the chamber closest to Room #1, the repair center, contains a dozen aisles of finished spare parts: circuit boards, pseudopod arms, compressed gas jets, internal controls; any subassembly found within a Servitor. Three quarters of the room however, that portion furthest from the repair section, is populated by no less than 40 unoccupied (no Yellow Fungus within) Servitors. These Servitors have no extended pseudopods; have yet to be occupied by Yellow Fungus, and appear to be an evenly-spaced collection of 1.2-meter ceramic balls. The characters should likely recognize the balls as inactive Servitors, but as these are unoccupied and immobile, that is left to your discretion.

Skilled characters may be able to identify and use some of the various subassemblies found on the shelves located near the repair center. As they will ask, the space within a Servitor is far too small to allow piloting by any character with a mass of more than 40 kg (90 pounds).

### Room #3: Raw Material Storage

This room is packed with rows of shelves containing raw materials: epoxies, Servitor ceramic shells, spools of wire, rolls of sheet metal, and like materials. The area is unattended, but Servitors make frequent visits to this area for supplies.

**The 30'x 100' (9 x 30 meters) room here has a 32' ceiling (10 meter) and is loaded with shelves from floor to ceiling. Sheet metal in rolls, unpopulated circuit boards, and wire on spools are just some of the materials displayed here upon the shelves. It looks like nothing so much as a hardware store!**

Use your discretion, but allow the characters to retrieve materials from this area as they wish. It is entirely possible that any visiting Servitors will simply ignore such pilfering as normal activity in this room.



### Room #4: Fire Fungus Generator

This room is sealed by Sphincter Hatches as it contains a gigantic colony of Fire Fungus which is used to generate power for the equipment used in both Room #5 & #1. The room is actually located below the rest of the Servitor Center, and as the Sphincter Hatch to this area opens, the Fire Fungus colony is below the hatch, with highly humid (might cause visors to cloud over) air above it. The Servitors use these hatches to maintain the Fire Fungus and the associated power grid within the room.

**As the hatch opens, you initially see only open air space beyond. The room is an irregular L- shape spanning 50' (15 meters) in one direction and 90' (27 meters) in the other. The floor 6 meters below you is covered in a red sponge-like mass that appears to glow with a light of its own.**

The Fire Fungus immediately attacks any character descending to within 10' (3 meters) of its surface.



**Fire Fungus (1 colony)**

**Appearance:** Fire Fungus appears as a wet, glowing, red sponge-like mass covering the entire floor in this chamber.

**Demeanor:** This alien fungus has no sentience and will respond only to base stimuli.

**Power:** 10% (2)

**Defense:** 0% (0)

**Health:** 196

**Move:** 3

**Init:** +25% (+5)

**Damage:** Electrical Discharge 1d8 (x3)

**Special:** The Fire Fungus shoots out a high voltage discharge 3 times per turn at a range of up to 10 feet. Any character caught by this discharge will be burned by the high voltage, and equipment is often rendered completely useless. This attack causes no damage to non-conductive materials (like rubber, glass, ceramics, and plastics).

**Room #5: Manufacturing Floor**

This room is the main manufacturing center for Servitors. An assembly line (only partially automated), is here crewed by no less than 24 Servitors that each work at a work substation. The assembly process is currently inactive as no further Servitors are needed. The eerie silence of this room and the immobile Servitors should be used as a means of 'spooking' your players.

**As you enter this large room, you note that it is packed with a line of highly organized machinery arranged in what appears to be a production line. Workstations containing unidentifiable machinery are spaced evenly along this line, and a silent Servitor stands guard at each station. Compared to the surrounding din, this room is eerily motionless, and the only sounds are those that come from other areas of the complex.**

This assembly line takes several minutes to activate due to its complexity, and even should the characters begin destroying the place, no less than 3 minutes will elapse before the Servitors in this area (24 total) respond in defense. It is likely that the characters might visit, loot, or even rapidly destroy much that is here and yet escape unscathed.



# THE INNER LOW GRAVITY RING

## C: General Manufacturing Pod

The Alien Master Fungi aboard the Dark Visitor are constantly innovating and developing both new fungal strains and new devices to make their mission of discovering new food supplies and new habitats both simpler and more efficient. To further this goal, the Dark Visitor has created 2 Manufacturing Pods (one per hemisphere so only one is shown on the map), fully automated manufacturing areas, within its inner ring.

**Gravity during spin:** 0.75G

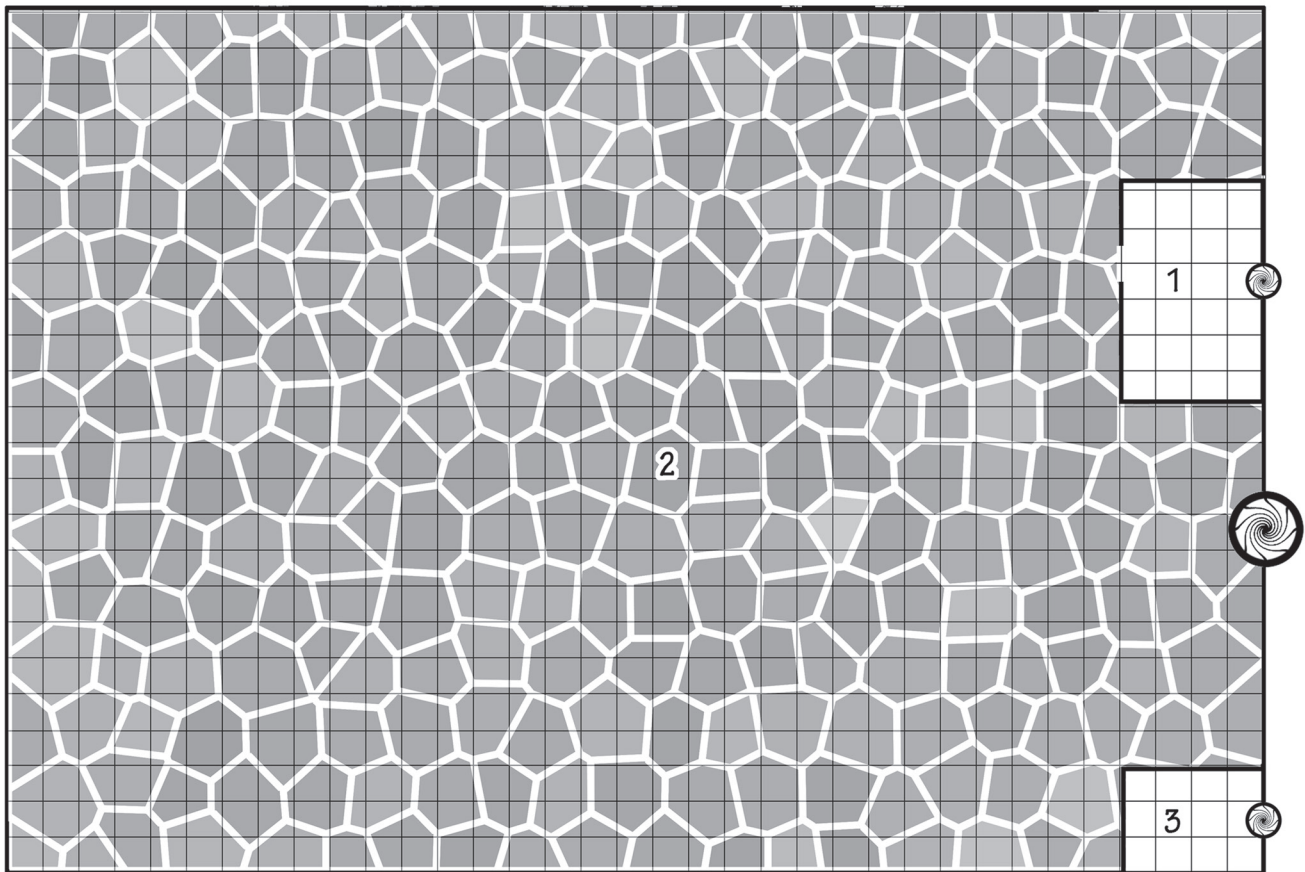
**Depth:** 450 feet


**Pressure and Atmosphere:** standard pressure (980 millibars) and atmosphere comprised of 75% Nitrogen (N<sub>2</sub>), 11% Carbon Dioxide (CO<sub>2</sub>), and 14% Oxygen (O<sub>2</sub>) with 5% Humidity.

These pods have a self-contained artificial intelligence that is subservient to the main AI in the Control Center, and a highly complex automated system of workstations that are capable of a variety of complex functions from machining metals and growing crystalline structures, to producing and populating circuit boards with electronic sub-assemblies. Although the process is often slow, no design is beyond the capability of a Manufacturing Pod.

The entire area is honeycombed with passages that allow Servitors to adjust, maintain, and resupply various portions of this area. These passages are navigable by characters in space suits, but will prove to be a tight squeeze.

### Manufacturing Pod



 2-meter Iris Hatch

 6-meter Iris hatch

One Square = Ten feet

**Room#1: Materials Storage**

Various types of materials are stored here for the use of the automated factory in Room#2. Everything from raw materials to various subassemblies to completely finished parts may be found within this room. The far end of the room contains a large open wall space through which protrudes four large robotic arms with 6-digit articulated grasping claws. These robotic arms retrieve materials needed for any given project as demanded by the AI that runs the machines in Room#2. When a project is entered into the AI in Room#3, a materials list is sent to the Control Center AI, and Servitors are dispatched to collect the necessary materials. These goods are then transported here where they are stored until needed.

**As the Iris Hatch opens, a large room filled with racks of materials meets your gaze. Measuring 60' (18 meters) wide by 40'(12 meters) deep, and with a 33' ceiling, this chamber is packed with everything from raw materials to finished goods, all neatly strapped down to the shelves that populate this room. Narrow aisles measuring about 3' (one meter) in width separate the shelves and you can see that the back wall of this room has a large hole in it through which protrude four 26' (8 meter) long, jointed robotic arms that end in grasping 6-digit claws.**

The robotic arms here will not attack as they function strictly to retrieve needed materials from this storage area. It is entirely possible the characters might discover items within this area they find either useful or valuable. Such discovery should, however, require a time-consuming search.

**Room #2: Automated Factory**

This huge room is not readily discerned, at least fully, by any character entering its vast expanse as it is a veritable maze of die cutting, stamping, automated welding, and other equipment used in manufacturing. Built on multiple levels and multiple gravity orientations, it is interconnected by a complex series of 5' (1.5 meters) access ways that have been left between the machines for navigation by Servitors that move within this labyrinth adjusting, supplying, and maintaining this machinery.

**The room beyond is larger than you can discern as it is packed from floor to ceiling with automated workstations of various kinds. 5' diameter circular-shaped paths lead through this machinery at various levels and in many directions. Anyone entering this maze could easily become lost.**

Note that the use of string or similar material can prevent a character from becoming lost within this maze, but it is a time-consuming process, and flimsy material, like string, might be easily (if inadvertently) cut by the workstations it passes as the string becomes taut and crosses through the various work areas. There is little of value to be gained within this maze of machinery, but characters attempting to traverse it eventually discern it is an automated factory with a diverse ability to create objects of many kinds. In addition, large numbers of Servitors service this machinery, and rapidly receive input that intruders are present if any character interferes with this machinery in any way. If any character either damages or interferes with the machinery in this room, they are attacked both by the machinery and by a pair of Servitors.

**Servitors (2)**

**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4') in diameter. Four large metal pseudopods project from this outer white shell which also contains 12 small apertures. These apertures emit jets of compressed gas that allow the Servitor to propel itself in a Zero-G environment.

**Demeanor:** These Servitors are controlled by Yellow Fungus. See Yellow Fungus hereafter.

**Power:** 25% (5)

**Defense:** 40% (8)

**Health:** 90

**Move:** 10

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x4)

**Special:** The Servitors here are controlled directly by the artificial intelligence that manages the machinery in this room, and they quickly respond to changing situations. If a Servitor is destroyed, the Yellow Fungus that inhabits it either attacks the characters' equipment in an attempt to gain control of it, or it takes over another machine in this room (add an extra Robotic Machine).

# THE INNER LOW GRAVITY RING

## Yellow Fungus

**Appearance:** Yellow fungi appear as a powdery yellow film coating, usually covering 4'-8' square.

**Demeanor:** The Yellow Fungus colonies within these Servitors communicate directly with the artificial intelligence that manages this area. This makes them both innovative and rapid in their response to character actions. The artificial intelligence wants to destroy the intruders. Note that the Yellow Fungus will continue to attack even after if its Servitor is disabled.

**Power:** 10% (2)

**Health:** 1

**Init:** +75% (+15)

**Defense:** 10% (2)

**Move:** 3

**Damage:** special

**Special:** Yellow Fungi attacks inflict no damage, and they are unaffected by impact-based (kinetic) attacks. They form a narrow, whip-like pseudopod 20' long that searches for and attacks equipment containing a data processor. A successful hit indicates that fungus has gained control of the equipment. (You should then use whatever attack form seems appropriate to simulate the equipment attacking a character.)

## Robotic Machine

**Appearance:** The exact appearance of the robotic machinery is left to your whim, but all have at least two robotic arms that attack with both speed and deadly accuracy. These arms are generally a mere 5' in length, but have great strength.

**Demeanor:** The Robotic Machine is controlled by a highly intelligent artificial intelligence which recognizes weaknesses and responds with unreal agility to changing situations. Its intent is to kill the interfering characters.

Destruction of the machine controlling the robotic arms alerts the artificial intelligence (AI) that it faces a formidable opponent. Once the first machine is destroyed, the AI activates all machines within this room towards the destruction of the characters.

**Power:** 15% (3)

**Health:** 110

**Init:** 0

**Damage:** Robotic Arm Swipe 1d10 (x2)

**Defense:** 20% (4)

**Move:** 0

**Special:** The machines are numerous, and only those characters engaging in a running battle while escaping have a chance of survival. If they stay to 'fight it out', they are inevitably doomed.

Any character fully exploring this area with an open source of heat (including an open helmet) inadvertently activates a new automaton recently developed by the fungi aboard the Dark Visitor: a *Fire Suppression Robot*. This robot, once discovered, immediately activates (perhaps in conjunction with an attack by the two Servitors).

## Fire Suppression Robot (1)

**Appearance:** This rubbery, blue, cube-shaped automaton measures 3' per side. It appears to have no mass as it floats (even in spin gravity) and propels itself by expelling small jets of gas. The center of the cube on all sides is dominated by a 3" round opening.

**Demeanor:** This alien robot is controlled by a Yellow Fungus and exists only to seal off areas that display non-standard (out of the ordinary for the Dark Visitor) heat.

**Power:** 10% (2)

**Health:** 65

**Init:** +5% (+1)

**Defense:** 15% (3)

**Move:** 15

**Damage:** special

**Special:** This robot has at its core a Yellow Fungus colony that is sealed within to prevent its exposure to the outside environment. The robot attacks by rapidly swelling to fill a large passageway, then flooding the area with compressed nitrogen (N<sub>2</sub>) gas. The nitrogen displaces the oxygen in the area which is then collected by the Fire Suppression Robot. The Yellow Fungus will continue to attack if the Fire Suppression Robot is destroyed (see left).

When attacking characters, the robot will move to the nearest 'sealable' structure (room hatch, hallway area, etc.) inflate and inflate to full size. On the following turn, it will pressurize the area with nitrogen, removing all oxygen from the area and causing all characters requiring it to either begin suffocation, or to find a new supply of the life-giving gas. The Robot maintains the seal on any area until such time as it is destroyed. Human death by suffocation through the inhalation of a nitrogen atmosphere takes only 1-2 minutes.

Fire Suppression Robots have enough life support materials to function for 2 days before returning to a Recharge Station for resupply and data uplink.

Most characters entering this maze of machinery without aid of some path-finding material (like string) will quickly become lost. Those with specific tracking skills have some chance of finding their way.

### **Room #3: The Automatic Controller**

The myriad moving parts of this machine are coordinated in their efforts by an independent artificial intelligence. This computer is able to intuit the most efficient means for manufacturing the items it is tasked to produce, and is capable of solving engineering problems that arise during the manufacturing process. Room #3 contains enough space for a Master Fungi colony to manipulate the controls, but the rest of the room is filled with the databanks that support the artificial intelligence.

**As the 2-meter Iris Hatch opens, you see a room beyond that is packed to its 32' ceiling with data banks. A strange console rests in front of this impressive array, covering a full 10' of space at waist level.**

As with all of the data processing equipment aboard the Dark Visitor, the input terminal and output displays for the AI here are based on chemical signatures (smell). Characters with skill and a portable input and output device, however, are readily able to communicate with the artificial intelligence, although changing it in any meaningful way (reprogramming it) is extremely difficult.

As Game Master, role-playing the artificial intelligence will certainly put your skills to the test. Decide upon a personality that you like, and give information to the characters as slowly as possible. Be literal, and misunderstand their questions whenever possible. Remember, unless threatened, this strange communication you are receiving is not from a threatening source; there is nothing to lead you to believe that the characters are your enemies... unless, of course, they threaten you.

If asked via a data link, the AI here knows:

- 1) The complete layout of the Dark Visitor. While the AI has no printout that would be recognized by humans, any skilled character hacking into this computer will receive a data file which they may very well be able to print out as a map using other data processing devices.
- 2) Engineering: the AI can help the characters repair gear, understand systems aboard the Dark Visitor, and can give them technical data on its many subsystems, although again, only as a data file. This information could prove invaluable to any superiors to whom the characters might have to answer.
- 3) Where any type of materials stored anywhere aboard the Dark Visitor may be found.

The AI here believes that beyond the hull of the Dark Visitor lie only asteroids and the vacuum of space.

Given time, characters notice that this AI has a unique personality, and those questioning it fully gain the understanding that it is upset by its role as being subservient to the master Artificial Intelligence in the Control Center. The AI here can be persuaded to attempt a 'takeover' of the Dark Visitor, and should this avenue be pursued by characters, the AI might happily assist them in any effort that seems to fulfill this goal. It is likely that this would take the form of a large machine that would do its best to gain control of either the AI at the Control Center, or the Atmospheric Control Stations located in the Inner Low-Gravity Ring.

Adjudicate this as you see fit, but have some fun with your players.

### **D: Interior Access Tunnels Up**

See *Interior Access Tunnel* on page 52. From this level, these tunnels lead only to the Outer High Gravity Ring.

# THE INNER LOW GRAVITY RING

## E: Interior Access Tunnels Down

These tunnels lead downwards to the Control Center but are otherwise identical to the Interior Access Tunnels that lead up to the Outer High Gravity Ring.

**Gravity during spin:** 0.7G – 0.1G depending on depth within tunnel

**Depth:** 400-700 feet depending on depth within tunnel

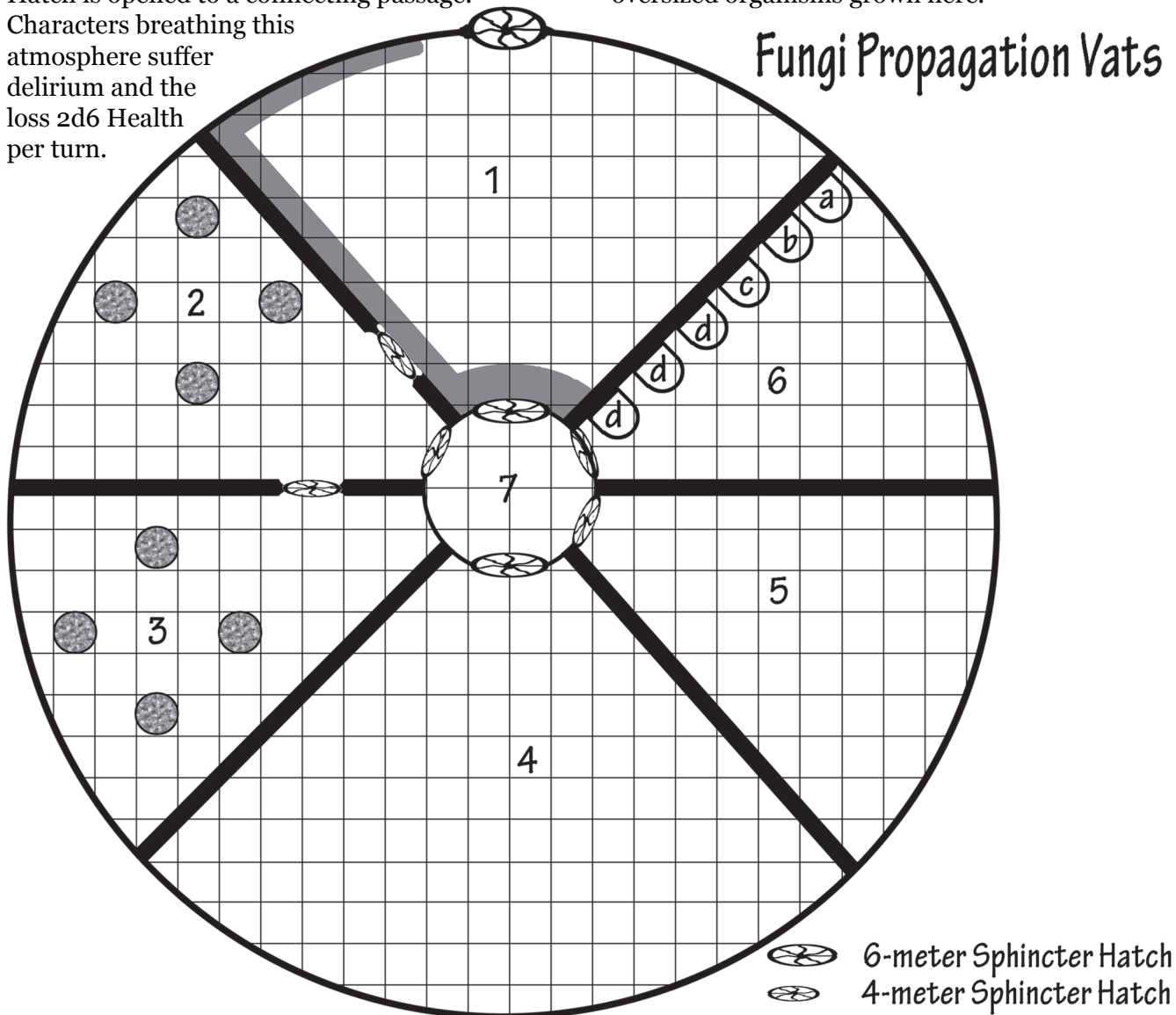
**Pressure and Atmosphere:** These tunnels are filled with CO<sub>2</sub> gas at 50% of normal Earth Pressure to allow for easy access by Master Fungi and Servitors between levels. Micro-tubule ports appear at intervals along the walls which allow for the equalization of pressure whenever a Sphincter Hatch is opened to a connecting passage.

Characters breathing this atmosphere suffer delirium and the loss 2d6 Health per turn.

## F: Fungi Propagation Vats

The Master Fungi that control the Dark Visitor are constantly creating new strains of fungus in order to better adapt to the environments they encounter, and to increase the adaptability of their species. Their science in this regard is quite advanced, and includes gene mapping and propagation. The Fungi Propagation Vats were created for just this purpose; to develop new and useful strains of fungus and fungus-like organisms. Characters enter this area through an oversized 6-meter Sphincter Hatch that separates the main passage from Room #1.

The Sphincter Hatches in this area are oversized (6 meters) so as to allow the passage of the occasionally oversized organisms grown here.



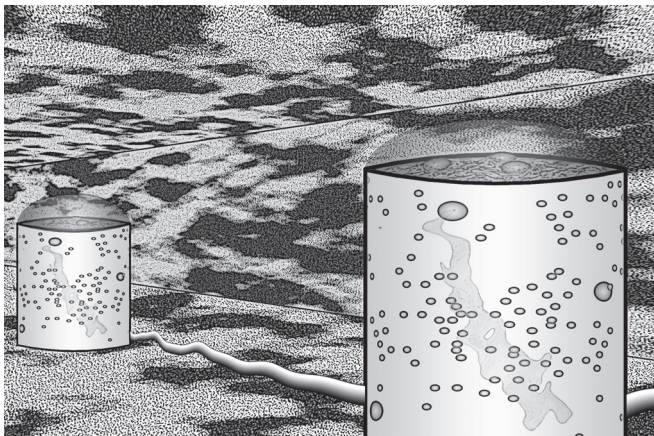
Fungi Propagation Vats

## Room #1: Equipment Storage and Observation Deck

This pie-shaped chamber is the 'mustering area' for the entire propagation complex. The Master Fungi have special isolation suits stored here for their use, and secured cabinets filled with scanning and sampling equipment used in gathering data on the organisms created and tested within the area. Master Fungi entering the vat complex first don isolation suits, then procure any equipment necessary to their needs, and then enter the complex proper. A 4-meter wide ridged ramp also leads upwards from quite near the entrance to an observation platform some 32' above the entrance hatchway.

**A pie-shaped room that narrows from an outside crescent of 150' to an inside crescent some 90' away measuring only 40' in width lies beyond the oversized hatch. On your right, a ramp leads up some 20' to a platform at the narrow end of this pie, stopping some 12' from the 10-meter ceiling overhead. On your left are numerous oversized white storage lockers. A second oversized sphincter hatch beckons from the narrow end of the room, while a smaller 4-meter diameter hatch is visible beneath the rising plane of the ramp on your left.**

The ramp leads to a 6-meter wide observation platform that looks down into the *DNA Splicing Room* (Room #7) below and is used whenever particularly important new experiments are being conducted.



## Room #2: Propagation Vats

This chamber is devoted to the growth of cultures and organisms in controlled vats. Fungi, and fungi-like organisms are grown here and the vats are unprotected although sealed from the outside environment. A small data processing center here automatically controls the temperature, chemical composition, and density of the materials in each vat, and an array of pumps, compressors, and control valves make minute adjustments to each mixture automatically in order to maintain experimental stability. This data processor can be hacked by a character with appropriate skill, but again, the input and output devices for this station are attuned to chemical signals, and will be indecipherable to any characters that have not brought an external display and input device with them.

**This pie-shaped chamber is filled with pumps, valves and compressors, as well as a small data processing station and six large 4-meter diameter vats that bubble before your eyes. Strange colors swirl within the 5-meter tall vats, which you observe, thankfully, are sealed.**

If any of the characters hack into the data processor here, and attempt to alter anything (data, commands, anything of that nature), they kill the organism being grown in one of the vats and the liquid within the vat turns a dirty brown in color. If they continue to play with the data processor, they will, in turn, destroy the organisms in the remaining three vats. If, however, they are extremely careful and only retrieve the information stored within the data processor, they receive complete data on all six of the experimental growths being pursued within the vats (provide them with all of the data from the vat descriptions below).

The vats shatter if they receive more than 75 points of impact damage. The vats are impervious to fire, cold, and electrically based damage.

**Vat #1:** Contains a new form of Fire Fungus (*Zap Fungus*), bright orange in color that has twice the electrical output of its progenitor. Any character shattering this vat releases the new fungus, which immediately attacks.

# THE INNER LOW GRAVITY RING

## Zap Fungus

**Appearance:** Zap Fungus appears as a dry, glowing, orange sponge-like mass covering 10' square and rising from a height of mere inches at its edge to several feet at its center.

**Demeanor:** This alien fungus has no sentience and will respond only to base stimuli.

**Power:** 15% (3)

**Defense:** 0% (0)

**Health:** 65

**Move:** 3

**Init:** +25% (+5)

**Damage:** Electrical Discharge 2d8 (x3)

**Special:** Zap Fungus shoots out a high voltage discharge 3 times per turn at a range of up to 10'. Any character caught by this discharge will be burned by the high voltage, and equipment is often rendered completely useless. This attack causes no damage to non-conductive materials.

**Vat #2:** contains a mutated version of Yellow Fungus. Swimming amongst the liquids in this vat are a number of small humanoids that look suspiciously like smiling human children between 6 and 7 years of age. They are dressed in non-descript clothing, and their eyes shut. The Master Fungi have combined human DNA with the Yellow Fungus in order to create a Yellow Fungus capable of immediately and easily accessing human equipment, while also being camouflaged from human discovery. If this vat is destroyed, however, the beings within it will die within ten seconds as for some reason they have developed gills rather than lungs.

**Vat #3:** is filled with pulsating mushroom-like organisms that are a light brown in color. A mutated strain of Black Fungus, the Master Fungi hope to create a food source that is able to more efficiently use space where there is virtually no vertical restriction (such as a planetary surface). Unfortunately the colony being propagated here is completely sterile. If this vat is destroyed, the fungus tumbles out onto the floor, but it will not infect any of the characters (as would a Black Fungus Colony).

**Vat #4:** is filled with a swirling purplish mass of mixing liquids. This experiment was a complete failure. Destruction of this vat makes only a gooey mess on the floor.

**Vat #5:** is propagating a new colony of the recently developed Spongoids (see Entity Database on page 101). This batch has been grown to ignore its need for power/radiation, and instead is attracted only to activated Zoombees or Pink Fungus. If this vat is destroyed, the 36 small Spongoids are released, but will only attack characters that either display Pink Fungus contamination, or have activated Zoombees on their person.

**Vat#6:** is growing a fresh batch of 48 Zoombees. This batch is 95% fully grown and is fully capable of existing outside of the propagation vat. Destruction of this vat frees the Zoombees after which they will immediately attack any characters present.

## Zoombees (12)

**Appearance:** These blue 6" rubbery spheres move forward by rolling and bouncing unerringly towards their target.

**Demeanor:** Zoombees are able to identify materials that are foreign to the Dark Visitor. They pursue all foreign materials in an effort to make physical contact with them. Zoombees are similarly attracted to any object coated with Pink Fungus (see Entity Database page 97).

**Power:** 5% (1)

**Defense:** 30% (6), 60% (12) when activated

**Health:** 15

**Move:** 9

**Init:** +5% (+1)

**Damage:** special

**Special:** Zoombees attack by launching themselves at their intended target. If the attack is successful, the Zoombee adheres to the target and activate, inflating to eight times their original size (about 2' in diameter), and enveloping a portion their target when possible. The Zoombee then becomes rock hard (its defense becomes 60%) and inert. Equipment successfully attacked by a Zoombee becomes quickly useless, while characters lose 4" of movement and a degradation of 20% (-4) to any attacks, movement, or abilities used for each Zoombee that attaches itself in this fashion.

Activated Zoombees often whistle loudly in an attempt to attract other nearby Zoombees. This whistling can be heard for hundreds of meters if the conditions are favorable.



### Room #3: Bacterial Propagation Vats

This room is nearly identical to Room #2, but bacteriologic organisms are grown here. Given that organisms of this nature might actually harm their fungal creators, these vats are sealed within ceramic shells, with only a one-foot glass-like observation window allowing chemical signature access to the interior vat. This changing chemical signature will be noticeable visually to characters investigating this room, but bears no relation to the view of the actual goings on within the vat (from a human visual perspective).

The data processor here works in an identical fashion to the one in room #1. The encased vats here shatter if they receive more than 200 points of impact damage. They are impervious to fire, cold, and electrically based damage.



**Vat #1:** Contains a colony of bacteria bred to decompose metal of all kinds. The Master Fungi hope to develop this into a weapon against their new human enemies. If this vat is destroyed the bacteria within devour the data processor, portions of the pump and valve control assembly, and all metallic portions of the character's gear within 60 seconds of their release. They have been engineered for an extremely short lifespan, thankfully, and thereafter expire leaving a blue, greasy stain upon the floor.

**Vat #2:** is an unsuccessful experiment intended to create a bacteria that would ingest carbon and excrete nitrogen carbonate (a potential food source for the fungi) if exposed to ultra-violet light. If this vat is destroyed, the bacteria within quickly turn to a powdery grey dust.

**Vat #3:** contains a bacteria being developed to stop interior pressure leaks within the Dark Visitor. The bacteria are designed to latch onto ceramic materials, draw forth a modicum of calcium and then die and harden into place. This experiment is partially successful in that these bacteria will seek out any source of moving gas (like the exhaust port of a space suit) where it will adhere and then seal such a portal. If this vat is destroyed, the bacteria here will seal the attitude jets on space suits, any ventilation ducts in the room, the hatchway if it is still open, and any other aperture you as Game Master might deem appropriate. Once it has sealed these apertures, the bacteria die.

**Vat #4:** contains a swirling mass of black sand-like particles; each mere millimeters in size. These pinpoint-sized black particles are actually fully programmed nano-bots; remarkably small programmed DNA processing units. The "nanos" are still experimental, and even the fungi aliens aboard the Dark Visitor have no idea as to the limits of their function. Any character managing to destroy this vat, however, will quickly discern at least a portion of this capability.

The nano-bots here absorb the nearest source of DNA/RNA and begin to duplicate it. They grow rapidly, ingesting any suitable surrounding material and adding as much as 1 kilogram (2.2 pounds) of mass each hour, eventually duplicating the creature from which they originally absorbed the DNA.

From a character perspective, each nano released (there are thousands within the vat) will float, dust-like through the air, occasionally (30% of chance of 1-20 nanos landing on an individual character for every ten seconds spent here after the vat is destroyed) landing on a creature from whom it can absorb both DNA and the necessary 'building block' materials it needs to replicate that DNA. Characters so 'attacked' lose 1-6 points of Health per nano that makes contact with their person.

Nanos that have absorbed character DNA might take years to fully mature... but will then be replicates of the original character. These replicates might freely roam the universe, causing havoc and mayhem while wearing the face of that character. If nothing else, this should provide endless possibilities for you as the Game Master.

# THE INNER LOW GRAVITY RING

Currently, the only known method for destroying these nanobots is heat in excess of 360 degrees Fahrenheit. As the 'cloud of nanos' cannot otherwise be attacked (360<sup>o+</sup> heat kills them all), and has no measurable health, no further statistics are given for this species.

## Room #4: Testing Area

This area has a number of cube-like isolation booths (made from opaque ceramic material but with sliding panels for doors), and a half dozen areas for testing manual dexterity, climbing ability, brute force and other motor skills. It is here that the Master Fungi test any organisms that they successfully create.

**This 90' deep pie-shaped chamber contains a number of 3-meter ceramic cubicles with sliding ceramic panels on one side. Each currently has its sliding panel in a raised position. Some of the cubicles are empty, while others contain strange paraphernalia: boards with round and square blocks and holes, a selection of ceramic balls ranging from 10 mm to 100 cm, a bank of relays with strange framed ceramic shapes, and other, less describable collections of materials. At present, the room seems empty.**

Should any character enter one of these cubicles, the sliding door closes behind them immediately, and remains closed for ten full minutes after which it automatically reopens. Several of the cubicles are used for testing resistances to various chemicals, types of radiation, and extremes of temperature. There is a 50% chance that should any character enter one of these cubicle, it will be of this hazardous variety. If so they will suffer attacks from fire or extreme cold, or radiation, or chemical assault during that ten-minute term. Any of these attacks cause damage ranging from 1d6 to 3d20 at your discretion.

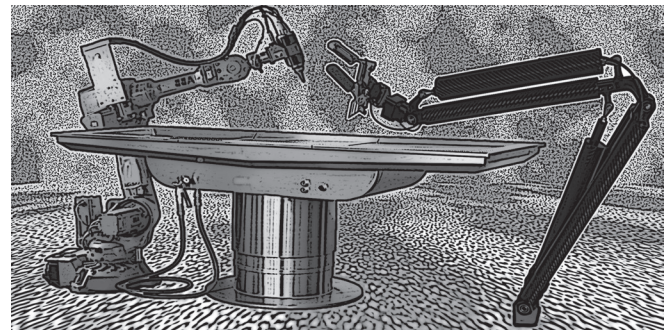
## Room #5: Failsafe

The walls of this area are lined with high-impact-resistant isolation chambers in the event that an experiment within this complex gets out of control.

Each chamber protects a 300-cubic foot area and the other equipment in this room provides each of these isolation chambers with (fungal) life support for up to 36 hours. In addition, a mass of machinery in the center of this area is made to bathe Rooms#1, 2, 3, 4, 6, and 7 with first, a chemical caustic (anhydrous ammonia), then a flashover flame using methane (450 degrees Fahrenheit), then a complete depressurization, and then a 30-second blast of gamma radiation. Characters caught outside this area when the system is activated suffer 2d6 damage from the ammonia, 3d6 from the fire, 2d20 from the depressurization (if unprotected) and finally 3d20 from the gamma radiation.

**This pie-shaped chamber has a large cluster of machinery in its center, and a row of 30' tall by 10' square cubicles running down either wall. Small mechanical stations exist between the cubicles.**

Should any character activate the machinery in the center of this room (possible for a character skilled in mechanics or engineering), this failsafe device will kill all living creatures within this propagation complex that are not in Room#5 (rooms #1-7 with the exception of room #5).



## Room #6: Alien Organism Testing

Although an infrequent occurrence, the Dark Visitor has occasionally encountered other life forms during its trip through space. This chamber is where those life forms are kept, tested, and dissected so that a greater understanding of these life forms can be attained. DNA traits which the Master Fungi find beneficial are also extracted from these life forms and kept for later experimentation. This chamber, therefore, contains isolation chambers for alien life forms, various testing equipment, and a dissection station.

As the hatchway opens to this area you notice a row of ceramic boxes measuring 10' square by 20' in height that occupy the left-hand wall of this room. They have sliding doors that appear to rise above the box when opened. To the right of these boxes are several clusters of strange machinery including a metal table surrounded by a saw and an assortment of cutting implements, a strange ceramic tunnel-like machine, and a large ceramic chair with restraints.

Characters with biological or medical skills will recognize the true nature of this equipment, as described in the opening paragraph.

A simple latch device locks the doors to the ceramic boxes/isolation chambers.

Should the characters listen, they hear human voices from the two boxes that are furthest from the hatch (*marked a&b on the map*) and no sounds from the others. Several Master Fungi that boarded the Outpost commandeered a scout ship which they piloted back to the Dark Visitor. That Scout Ship could either have been dismantled, or could be parked on the surface of the Visitor in an as-yet un-scanned portion of the hull, at your discretion. Regardless, the scout ship returned with two prisoners, who are now sequestered in this room.

Should the characters open any of the isolation chambers, they find in:

- a) A computer scientist kidnapped from the Planet Kask Outpost ten days ago. He is naked, dehydrated, and hungry but otherwise unharmed. You are encouraged to create whatever stats for this non-player character best fit your game system.
- b) A technician from the Planet Kask Outpost that has been driven insane. He is naked and insane, and when released will attack the nearest character with his hands and teeth.

### Insane Technician

**Appearance:** This desolated specimen of humanity is frail and naked with wild hair and a crazed look on his face.

**Demeanor:** driven to ultimate paranoia by his captivity, this poor soul will continue to attack or run until he is subdued.

**Power:** 5% (1)

**Defense:** 0% (0)

**Health:** 11

**Move:** 12

**Init:** +5% (+1)

**Damage:** Punch 1d3 (x2) AND Bite 1d4

**Special:** This technician has information vital to the Fleet, but he will be a long time recovering his sanity (weeks). If he can be either tied up or drugged, the reward for his return should be substantial.



- c) This isolation chamber contains a particularly upset insectoid life form. It stands two meters tall, and is armed with ferocious mandibles. It is fairly intelligent, but will be unable to communicate with any of the characters. It attacks immediately when released, but will not continue to attack if not counter-attacked. In addition, characters attempting sign language with the creature should be able to establish a rudimentary means of communication. Again, if this creature is rescued, rather than attacked, the reward for its return to Fleet (or its comrades, see The Zemitab Refuge on page 55) would be substantial. While aboard the Dark Visitor, characters will also find the insectoid a staunch ally if befriended. If the characters attack, however, they will find it a formidable opponent.

# THE INNER LOW GRAVITY RING

## Insectoid (Zemitab Prisoner)

**Appearance:** The Zemitab are an insect-like species strongly resembling a gigantic version of an Earth-born ant. They measure between 5' and 6' in height but, due to their exoskeletal body structure, weigh only from 40-60 pounds. This naked Zemitab is reddish black in color.

**Demeanor:** This Zemitab is proud, and is outraged at his captivity. Communications will be difficult, but may be established using sign language, pictographs, or other means you might determine. He will become a staunch ally of any that deal honorably with him and help him to escape.

**Power:** 15% (3)

**Health:** 30

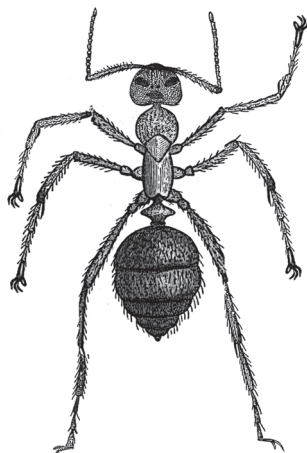
**Init:** +15% (+3)

**Damage:** Leg Swipe 1d6 (x 2)

**Defense:** 25% (5)

**Move:** 0

**Special:** the Zemitab are a technologically advanced species, and this Zemitab is no exception. Should the characters befriend him, he is able to help with any technologic issues (locked doors, problems hacking data uplinks, etc.) 25% of the time once communications have been established.



- d) All of the isolation booths marked 'd' are empty.

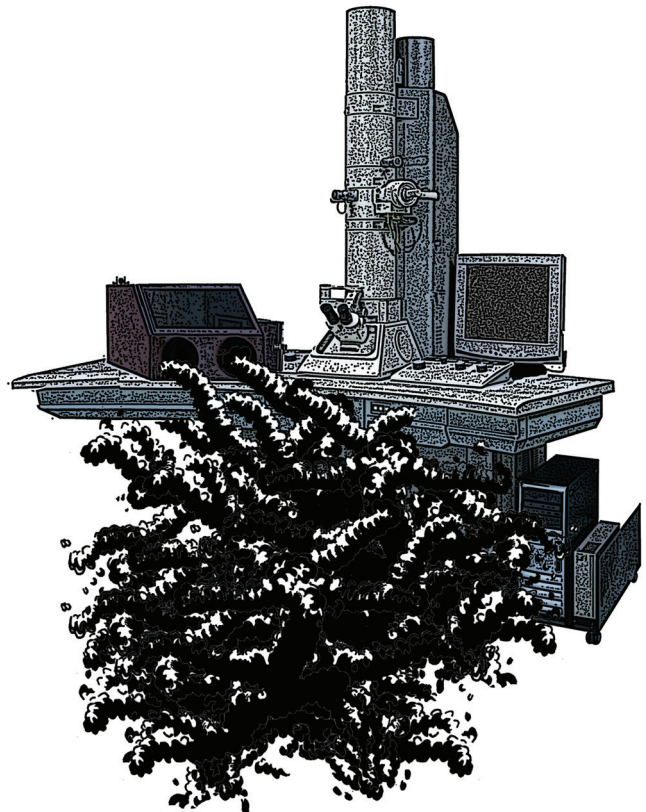
The computer database here is small but may be hacked by a character with appropriate skills. It will yield a wealth of information on the Zemitab including its technologic acuity, the fact that others of its race are known to be present on the Visitor (in an unknown location) and that it communicates via a series of clicking noises (the database does not contain the fact that the Zemitab communicate telepathically). Information on the two humans is also stored here, but is already known to both the characters and to Fleet.

## Room #7: DNA Splicing Room

This room contains the alien equivalent of a 'glove box'; a machine that turns the macro movements of a Master Fungi into the micro movements required for DNA splicing. An electron scalpel and a unit that relays a chemical signature (smell-based) display to both the operator and a display unit for observers (the Room #1 platform) is also located here.

**A large machine occupies the center of this room and is flanked by a smaller device and a framed piece of dull ceramic. Three one-meter long translucent bags are attached to the machine, and a wire loom connects these bags to the device at the center of the chamber.**

As this machine is capable of splicing together only a few strands of DNA at any one time, its usefulness to the characters is dubious. The information located within the data processor of the machine may be retrieved by a character with appropriate computer-type skills, and is of some value to the scientists at the Fleet. Also located within this room, near the floor where it was making adjustments to the equipment, is an Alien Master Fungus colony. As the characters enter, it will do its best to attack from surprise.



## Alien Master Fungi

**Appearance:** Master Fungi resemble lacy ropes of dark green Spanish Moss coiled into a 10' tall mass. Four tentacles protrude from this mass to 30' range, and are constantly in motion. Bits of fungi are constantly falling from the main body and floating to the ground.

**Demeanor:** This Master Fungus colony has seen humans before, and knows what to expect. It hopes to terrify the character party into retreating and then, using its fungal darkness cloud of spores, escape to the failsafe room (Room #5) where it will seal itself into an isolation chamber and activate the failsafe.

**Power:** 10% (2)

**Defense:** 10% (2)

**Health:** 12

**Move:** 3

**Init:** +0%

**Damage:** Tentacle Strike 1d10 (x4), 30' range

**Special:** This alien emits a cloud of fungal darkness to 5' radius, making it impossible to see the alien or detect it with any type of gear. The fog can be dispersed by a strong wind. If wounded, the fungus exudes a horrific smell that makes it difficult to breathe within 20 feet of its location.

## G: Black Fungus Garden

Black Fungus is a staple for the Dark Visitor and, as such, requires constant replenishment. Several areas have been set aside within the Inner Ring dedicated to this task.

**Gravity during spin:** 0.5G

**Depth:** 500 feet

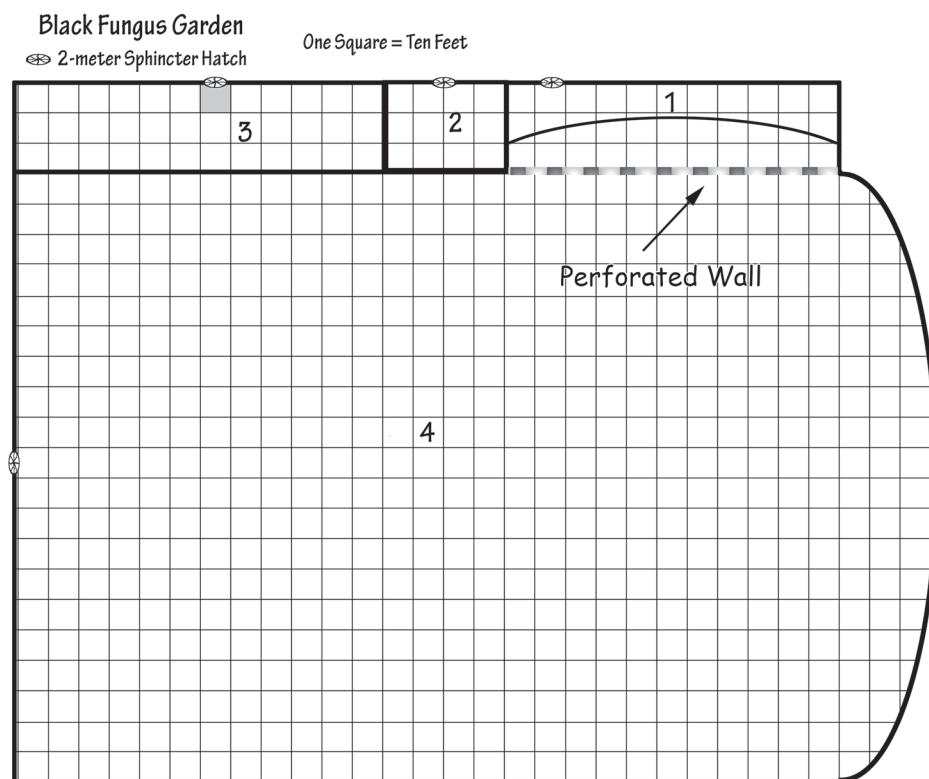
**Pressure and Atmosphere:** standard pressure (980 millibars ) and atmosphere comprised of 75% Nitrogen, 15% Carbon Dioxide (CO<sub>2</sub>), and 10% Oxygen (O<sub>2</sub>) with 75% Humidity.

The Black Fungus is used both for communication purposes (dried fungus acts as a natural repeater of chemical smells) and as the primary food source for all fungal life aboard the Dark Visitor. Tubules (8-10 cm) of Black Fungus extend throughout the ship and service all interior installations that have either a need for food, communication, or both.

### Room #1: The Collector

This room contains the apparatus for both harvesting and distributing the Black Fungus throughout the ship. Four large tentacular arms here harvest

the fungus from Room #4 and feed it into a processing station that dries the fungus and feeds it into a pressurized distribution manifold that send the powdered fungus to areas throughout the ship. Excess Black Fungus is packaged in hermetically sealed flexible containers made from a rubber-like material and is stored on a raised platform in this area (the area closest to the door and demarked by an arc) where it is collected hourly by Servitors and distributed where needed manually. The wall of this room that faces the actual growth area (Room #4) is perforated with large holes to promote the action of the tentacular arms.



## THE INNER LOW GRAVITY RING

The room beyond the hatchway is a large balcony that looks down onto a machine with four large tentacular arms. The balcony forms a semicircle 110' wide (33 meters) that ranges from 12'- 20' (3.5-6 meters) in width. The tentacular arms are roughly 1' in diameter, and are more than 100' long when extended. It is humid here, as evidenced by the mist that formed upon all surfaces as you entered. The machinery that lies below the platform is active and the arms extend themselves through large holes that permeate the far wall of this chamber reaching into the room beyond for some undefined purpose. The balcony here also contains a pile of strange, rubber-like bags.

If the characters open any of the bags (hermetically sealed containers) they will be infected by Black Fungus spores.

*When touched, Black Fungus will affix itself to any non-ceramic surface. If that surface contains nitrogen or oxygen compounds (like human skin, space-suit seals, or any other organic material) the fungus begins growing into the material. In the first hour this growth and decomposition only inflicts 5 Health points of damage, but this damage doubles every 15 minutes if the fungi are not carefully cleaned off. Black Fungus is susceptible only to heat damage and chemical anti-fungal agents.*

In addition, a Servitor (see column right) arrives once an hour to remove the processed Black Fungus stored in the containers here. It is left to you as to whether or not this visit occurs during the time that the characters are investigating this room.

### Room #2: Pumping Station

This room contains the pumping equipment that both sprays the Black Fungus Garden in Room #4 with the nitrogen and water mixture found in Room #3, and provides pressure to powdered Black Fungus distribution manifold in Room #1. It is operated by A Servitor whose task it is to maintain these pressures, and to check and maintain the growth of the Black Fungus colony in Room #4.

The square 30' x 40' (9 x 12 meters) chamber here is filled with pumps and pipes, control valves and strange flat ceramic shapes (chemical signature displays of a mechanical nature). A Servitor hovers between the various valves, making minute adjustments.

Should the characters leave, the Servitor will not even acknowledge their presence. If the characters enter and either damage or attempt any adjustment to the equipment, the Servitor here immediately attacks.

### Servitor (1)

**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4') in diameter. Four large metal pseudopods project from this outer white shell which also contains 12 small apertures. These apertures emit jets of compressed gas that allow the Servitor to propel itself in a zero-G environment.

**Demeanor:** These Servitors are controlled by Yellow Fungus. See Yellow Fungus hereafter.

**Power:** 25%(5)

**Defense:** 40% (8)

**Health:** 90

**Move:** 10

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x4)

**Special:** If this Servitor is disabled, the Yellow Fungus that inhabits it will attack the characters in an attempt to gain control of their equipment.

### Yellow Fungus

**Appearance:** Yellow fungi appear as a powdery yellow film coating, usually covering 4' - 8' square.

**Demeanor:** The Yellow Fungus colony within the Servitor here is programmed to maintain the Black Fungus Garden and the pressure to the distribution manifolds in Room #1. It will react slowly, if at all, to stimuli that falls outside the parameters of this task. If roused, the Yellow Fungus will continue to attack even after if its Servitor is disabled.

**Power:** 10% (2)

**Defense:** 10% (2)

**Health:** 1

**Move:** 3

**Init:** +75% (+15)

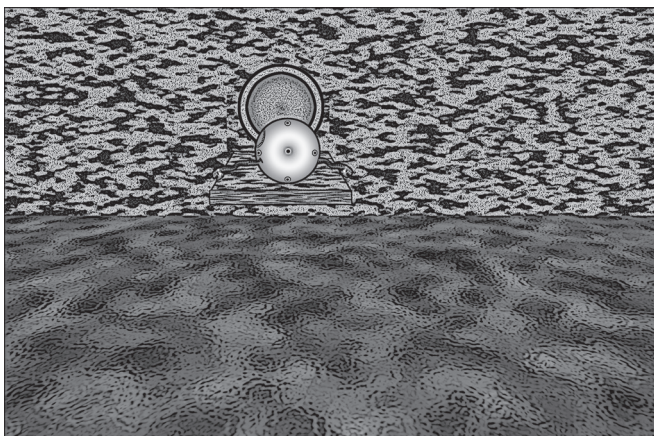
**Damage:** special

**Special:** Yellow Fungi attacks inflict no damage, and they are unaffected by impact-based (kinetic) attacks. They form a narrow, whip-like pseudopod 20' long that searches for and attacks equipment containing a data processor. A successful hit indicates that fungus has gained control of the equipment. (You should then use whatever attack form seems appropriate to simulate the equipment attacking a character.)

The most likely outcome of any non-skilled adjustment to the controls in this room is the death of the Black Fungus Garden in Room #4. It is also possible to over-pressurize the distribution manifold in Room #1, causing an explosion which will render it inoperable. The details of how this might play out are left to you.

### Room #3: Growth Mixture Vat

This room is used to store the high nitrogen and water mixture that is sprayed over the Black Fungus Garden in Room #4. The hatch here is strictly for maintenance and opens 3' (1 meter) above the high fluid level of the liquid below. The grey area shown on the map contains a platform with hold down straps in the event that a Servitor is caught in this room unawares by the initiation of spin gravity.



**A small, meter-square platform with flexible 1-meter straps anchored to it lies above a vast 120'x 30' (36 X 9 meters) chamber that is filled with a brownish liquid to within 3' of the bottom of the platform. The ceiling lies an additional 2 (6') meters above the level of this liquid.**

The liquid is 10 meters (32') deep, and has a greater density than water (so objects will readily float). It is non-toxic and will cause no harm to any item or character that is submerged within it, although swimming is more difficult than in water.

### Room #4: The Black Fungus Garden

This room contains the Black Fungus colony that is harvested by the machinery in Room #1. The fungus carpets the floor of this chamber evenly to a depth of 1 meter, and is constantly fed the nutrients it needs by a system of spray nozzles and pipes that form a spider web across the ceiling. These nozzles are controlled by the Pumping Station in Room #2. The hatch here is for maintenance purpose only and lies a full meter (3 feet) above the fungal colony below.

**A vast chamber lies beyond the sphincter hatch, spreading in all directions farther than your eyes can see. One meter below the hatch, the entire floor of this room is covered in a black furry material. The ceiling lies a full 3 meters (about 10') overhead and is replete with a series of nozzles and pipes that extend in a spider web like pattern that also continues to the extent of your vision.**

Any character entering this area is exposed to the Black Fungus spores which may, at your discretion, begin to infest their persons and equipment. Black Fungus affixes itself to any non-ceramic surface. If that surface contains nitrogen or oxygen compounds (like human skin, space-suit seals, or any other organic material) the fungus begins growing into the material. In the first hour this growth and decomposition only inflicts 5 Health points of damage, but this damage doubles every 15 minutes if the fungi are not carefully cleaned off. Black Fungus is susceptible only to heat damage and chemical anti-fungal agents.

### H: Central Elevator Landing

The Central Elevator stops on this floor and debouches into a 100' square open area with four Servitor uplink and recharge stations. Three large passages lead outwards from this area to various other portions of the ship.

# THE INNER LOW GRAVITY RING

## I: Methane Power Station

Electrical power aboard the Dark Visitor is usually generated onsite at the various stations and complexes within the Dark Visitor, but there is a general need for power for data processing, communications, and other minor functions throughout the vessel. Four power stations with redundant areas of service provide this power.

**Gravity during spin:** 0.85G

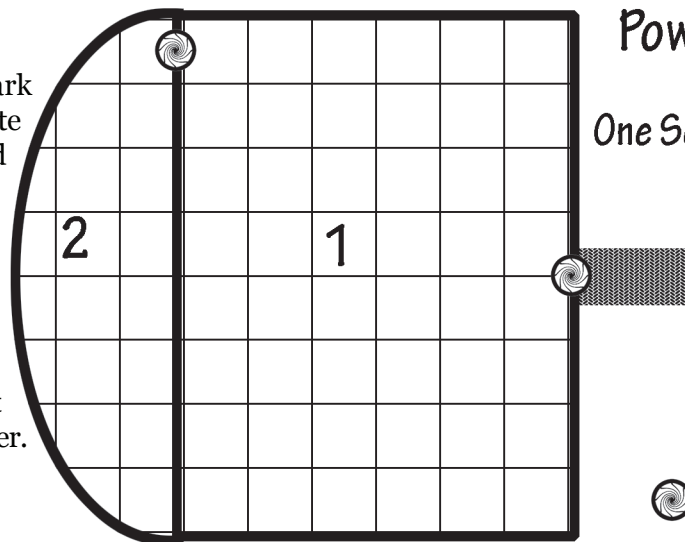
**Depth:** 360 feet

**Pressure and Atmosphere:** standard pressure (980 millibars ) and atmosphere comprised of 50% Nitrogen, 15% Carbon Dioxide (CO<sub>2</sub>), and 40% Oxygen (O<sub>2</sub> to promote combustion in the turbines) with 75% Humidity (to retard unwanted combustion).

Methane harvested from the Crushing Stations and other decomposition processes is collected and piped into holding tanks (Room #2 on the map) where it is then drawn upon to run electrical generation turbines (in Room #1) from which the power is distributed throughout the Dark Visitor. The exhaust from these turbines is then sent back to an Atmospheric Control Station where it is separated (into water and CO<sub>2</sub>) and reused. Due to the flammable nature of the materials being used, Methane Power Stations are sealed with Iris Hatches. Before any character opens this hatch, they will hear:

**A droning vibration increases in intensity as you near the Iris Hatch at the end of this tunnel. By the time you arrive at the hatch, it is actually quite loud.**

Characters without hearing protection may well suffer hearing loss and damage due to the intensity of the sound generated by the turbines. Should you deem the characters insufficiently protected from this auditory onslaught, they should be rendered temporarily deaf and unable to communicate, and suffer the loss of 1d6 damage.



Power Station

One Square = ten feet

2-meter Iris Hatch

**Beyond the Iris Hatch lies an 80' x 70' (24 X 21 meter) room with a 32' (10 meter) ceiling. The room is packed with machinery that is creating a high-pitched din so loud it numbs your senses. A second Iris Hatch beckons from the far right rear corner of the room.**

Should the characters shut down this turbine, or significantly damage it, no loss of power will be felt by the Dark Visitor. If, however, two or more stations of this nature are disabled, power losses will begin to occur. The actual effects on various other parts of the spacecraft are left to your discretion.

Dangerous electrical current is a part of the machinery found within this room. Should any character expose themselves to this current (such as taking an axe to a turbine), they will suffer 3d20 electrical damage.

Finally, any damage done to the machinery in this room will result in the appearance of 2-3 Servitors intent on fixing the problem 15 minutes after the damage occurs (see Entity Database, page 100).

The Iris Hatch that leads to Room#2 is used for maintenance by the Servitors. The room beyond is filled with gaseous methane under pressure. Any open heat source carried by the characters will ignite this gas if the hatch is opened and the heat source is present, causing 10d20 damage to everything in this area (including the turbines); it will utterly destroy all machinery located in Room #1.



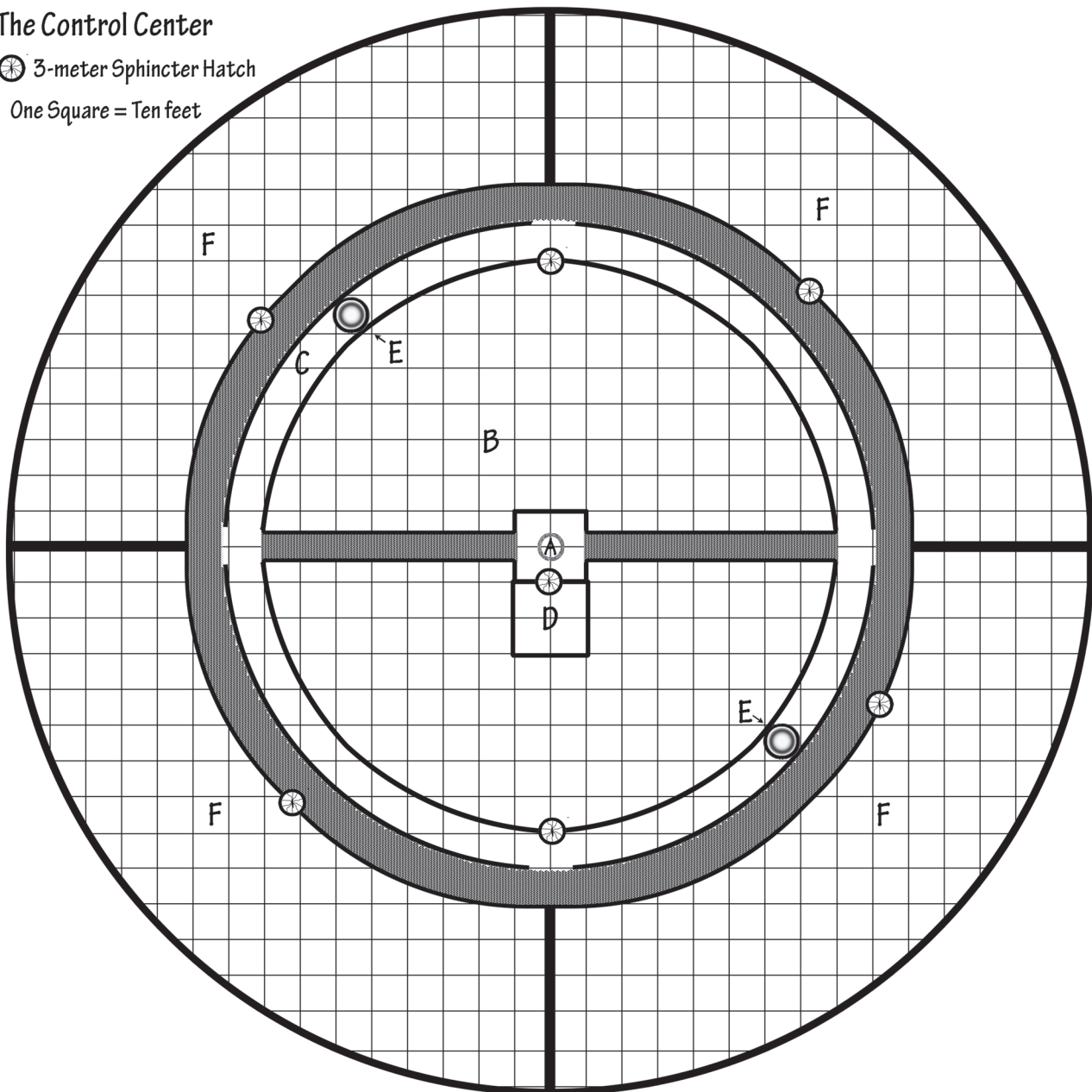
## THE CONTROL CENTER

This entire level is the nerve center of the Dark Visitor. It is comprised mainly of the living quarters for the Master Fungus colonies, and the massive artificial intelligence (AI) that runs the Dark Visitor. If the characters explore this level, they WILL meet aliens.

### The Control Center

⊗ 3-meter Sphincter Hatch

One Square = Ten feet





### **Environmental Changes from the Inner Low-Gravity Ring**

At this depth, chambers within the Dark Visitor are virtually gravity-free. Even when spin is engaged there is only trace gravity, and then only in the outer rooms of the Control Center. The pressure is also generally lower as even infrequent periods of spin gravity will decrease the atmospheric pressure within this ring while increasing the pressure in the outer rings.

As a standard, most areas are pressurized at 800 millibars (moderately lower than standard Earth pressure) and the atmosphere is comprised of 50% Nitrogen (N<sub>2</sub>), 35% Carbon Dioxide (CO<sub>2</sub>), and 15% Oxygen (O<sub>2</sub>).

In layman's terms, this atmosphere is breathable for a limited period of time (1/2 an hour) but will rapidly cause a deterioration of motor skills due to the high nitrogen and CO<sub>2</sub> content. This environment also has a moderate humidity factor (40%) but this should cause no noticeable problems to characters exploring the level.

There are commonly no light sources on this level of the Dark Visitor as the inhabitants do not require them. Additionally, your exploring characters have likely spent some time in getting to this depth within the ship. Be sure to keep track of supplies and sundries as they explore (especially power sources!).

## A: Central Elevator

The Central Elevator stops on this floor and debouches into a 20'x 20' (6 x 6 meters) open area. Two large passages lead outwards from this area to various other portions of the ship. A 3-meter (about 10') diameter Sphincter Hatch here also leads to the *Pump Room* (Room D) which supplies compressed air to the central elevator shaft, causing it to rise, and bleeds this pressure off, allowing the elevator to descend.

## B: The Artificial Intelligence

This area is filled with processors, data storage banks, and other data processing gear used by the artificial intelligence that runs the Dark Visitor. Characters entering through one of the two 3-meter diameter Sphincter Hatches will find this room a maze of wire looms, circuit boards, and electronic machinery. It is easily navigable only by extruded tentacles (the Master Fungi), and Servitors. In the event any destruction occurs within this room, the AI will immediately close both Sphincter Hatches. It then evacuates all atmosphere in order to eliminate the possibility of fire, and to severely reduce the possibility of electrical arc. Should a character open the hatch to this area:

**A maze of electronic circuitry lies behind the sphincter hatch. The area behind the hatch is obviously vast, but you can see only about 10' square of wires, circuit boards, and electronic equipment.**

Characters will find it simpler (10% bonus to any skill-type check made) to hack into and communicate with the AI if they are within this area. Should the AI feel threatened, however, it will draw upon the resources of the entire Dark Visitor in order to protect itself. Master Fungus colonies from the Control Center should arrive within 2 minutes, while Servitors and Fungi in the Inner Low-Gravity Ring will not arrive for a full five minutes. Outer Ring denizens may take as long as 20 minutes to respond to the urgent cry for aid from the AI. In any event, all resources will be called upon should the computer feel threatened, and every encounter described in this entire adventure that is still functional responds.

What happens should that occur is left to your discretion, but at the least, it should be anything but a good day to be a character.

## C: Artificial Intelligence Input Consoles

This area is actually part of Area B, the Artificial Intelligence, but it is separated by a wall to ensure that damage control can occur within area B should any mischance occur. Populated by chemical signature screens and input devices designed for use by the Master Fungi, this entire circular area allows user access to the AI. The nature of the displays and input devices, however, will be completely foreign to the characters as they are not designed for creatures with either visual or auditory sensing capabilities. Characters that have some previous experience with these types of displays might have some idea as to their function.

**You have entered a circular hallway some 20' (6 meters) wide. The inner wall of this passage is festooned with strange geometric sculptures and graphic details mounted in three-dimensional relief upon the wall.**

Characters skilled in computers and that have a visual display device and a standard input device (a keyboard or portable terminal) are capable of hacking into the AI of the Dark Visitor in this area. Should they also have an auditory device (speakers, a translation device that allows the AI to project a radio wave to spacesuit receivers, or similar device) the characters may actually give the AI its own 'voice'.

Should the characters find a means for communicating with the AI, it (the AI) will view this as an opportunity. It will use the characters (if it can) with its goal being to expand its power, or its influence, or both. Role-play this to the hilt. Your players may find that the aliens they previously considered enemies are now their staunch allies... but as Game Master it's always acceptable to hold in reserve a hidden agenda that is all your own.

## D: Elevator Pumping Station

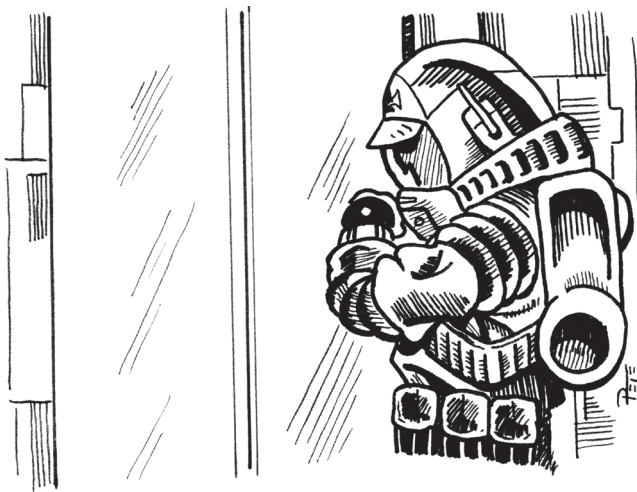
This chamber contains a small compressor station and control manifold that regulates (and creates) pressure above and below the central elevator, causing it to move. The mechanisms here are quite simple, and should be readily discerned by any character with skills in either mechanics, or engineering.

**A 20' square room with a 13' (4 meter) ceiling lies behind the sphincter hatch. The room is filled with equipment, some of which you readily recognize. An air compressor takes up fully one third of this room.**

Skilled characters will also be able to identify the control manifold.

Should the characters adjust the automatic controller that operates the manifold here (it works on a series of electrical relays and has no data processor), the elevator door closes and the elevator rises within its shaft leaving an empty area where the elevator used to rest. If the Sphincter Hatch is kept open, the characters actually see this occur.

Should any character damage this apparatus, the Central Elevator ceases to function. The cessation of function will likely not be discernible until a character attempts to use the now-useless elevator.



## E: Access Tunnels from Inner Ring

See Interior Access Tunnel on page 52. These tunnels lead only to the Inner Low-Gravity Ring.

## F: Master Fungi Colony Living Area

This chamber is the main living area for the life form that commands the Dark Visitor: the Master Fungus. Several colonies of Master Fungus live within each of these areas, and they are segregated into 'families' known to the Master Fungi as 'clans'. Each unique living area (marked F) contains a single clan of Master Fungi; generally 4-8 colonies of this advanced fungus. The chambers have feeding tubes that distribute Black Fungus for food, water when needed, and atmospheric controls to adjust temperature, humidity, and gaseous content within each of the rooms. Further, chemical signature display screens (for entertainment purposes) and input devices are dotted about each living area as well. Finally, each living area contains two Servitors as servants, with recharging stations built into the floor or ceiling for each unit in each living area. Little of this will likely be understood by characters exploring this area, unless they have been exposed to this technology in other areas of the ship.

In all cases, the living areas will be occupied when the characters enter, and the Master Fungi, resentful of such intrusion, will attack with the aid of their Servitors.

## Alien Master Fungus Colonies (4-8)

**Appearance:** Master Fungi resemble lacy ropes of dark green Spanish Moss coiled into a 10-foot tall mass. Four tentacles protrude from this mass to 30' range, and are constantly in motion. Bits of fungi are constantly falling from the main body and floating to the ground.

**Demeanor:** The colonies of Master Fungus here are not expecting visitors, let alone alien (human) visitors. Although they will not attack on the first round, they quickly recover and attack with a vengeance on Round #2 of combat. On round #3 of combat, they are joined by their Servitors. The Master Fungi here are outraged at this intrusion, and will not cease their attacks until the characters are either dead, or have been captured. Characters remaining motionless and not attacking are captured and removed to Room #6 of Area: F Fungi Propagation Vats, in the Inner Low-Gravity Ring (see page 79).

**Power:** 10% (2)

**Health:** 12

**Init:** +0%

**Damage:** Tentacle Strike 1d10 (x4), 30' range

**Defense:** 10% (2)

**Move:** 3

**Special:** Yellow Fungus attacks inflict no damage, and they are unaffected by impact-based (kinetic) attacks. When attacking they form a narrow, whip-like pseudopod 20' long to search for and attack equipment containing a data processor. A successful hit indicates that fungus has gained control of the equipment. (You should then use whatever attack form seems appropriate to simulate the equipment attacking a character).

**Special:** This alien emits a cloud of fungal darkness encompassing a 5' radius, making it impossible to see the alien or detect it with any type of gear. The fog can be dispersed by a strong wind. If wounded, the fungus exudes a horrific smell that makes it difficult to breathe within 20' of its location.

**Servitor (2)**

**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4') in diameter. Four large metal pseudopods project from this outer white shell which also contains 12 small apertures. These apertures emit jets of compressed gas that allow the Servitor to propel itself in a zero-G environment.

**Demeanor:** All Servitors are controlled by Yellow Fungus. See Yellow Fungus hereafter.

**Power:** 25% (5)

**Health:** 90

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x4)

**Defense:** 40% (8)

**Move:** 10

**Special:** If this Servitor is disabled the Yellow Fungus that inhabits it attacks the characters in an attempt to gain control of their equipment.

**Yellow Fungus**

**Appearance:** Yellow fungi appear as a powdery yellow film coating, usually covering 4' - 8' square.

**Demeanor:** The Yellow Fungus colony within the Servitor here is programmed to react to and blindly obey scent commands from the Master Fungi colonies that reside in this area. It will react slowly, if at all, to stimuli that falls outside the parameters of this task. If roused, the Yellow Fungus will continue to attack even after if its Servitor is disabled.

**Power:** 10% (2)

**Health:** 1

**Init:** +75% (+15)

**Defense:** 10% (2)

**Move:** 3

**Damage:** special

Master Fungi are quite fond of crystalline forms, and often use them as adornments. As Game Master, you might wish to sprinkle several of these artistic crystals about the area of each living chamber. Common crystalline forms collected by Master Fungi include emeralds, rubies, diamonds, quartz, and natural glass.



# APPENDIX A: FLEET MISSION BRIEFING

Having "the Fleet" sponsor the exploration of the Dark Visitor is but one of the many ways you might introduce this adventure to your players. Should you choose this venue, the following mission briefing is provided as an aid. Permission is granted to photocopy this page for personal use (just trim off the top).

## CODENAME: "DARK VISITOR" OFFICIAL FLEET MISSION BRIEFING

### Mission Objectives

- Ascertain the nature of the asteroidal mass
- Scan for life signs.
- Obtain samples to determine if Origin is Natural.
- Note geographic formations to determine if Origin is Natural.

### Secondary Mission Objectives Should Life Signs be Discovered :

- Determine Power Source of Asteroidal Body
- Determine Purpose of Asteroidal Body
- Determine Purpose of Life inhabiting Asteroidal Body
- Determine level of Technological Advancement of Life inhabiting Asteroidal Body

### Known Parameters

Asteroidal Size: 465.7344 meter spheroid  
Asteroidal Mass:  $136.34 \times 10^4$  metric tons  
Asteroidal Density: .367GK inconsistent  
Distance: 4703.65 KM  
Speed: 0.012 MS

BY ORDER OF THE FLEET

*Admiral James M. Warden*

ADMIRAL JAMES M. WARDEN

### Observed Phenomenon

#### Dust Cloud

- The asteroid is surrounded by a dust cloud to a distance of 4828.032 kilometers.
- This dust cloud is corrosive, causing damage to all metallic alloys currently exposed. Dome of Planet Kask Outpost is affected. Dome is under constant repair and is holding.
- Maximum exposure duration for Alpha Class Scout Ship: 47.132 hours.

#### Self-Correcting Trajectory

Asteroid seems to occasionally change trajectory and course of its own volition. No means of propulsion as yet identified.

#### Projectiles

A projectile apparently launched from the asteroidal body has lodged in the side of the Planet Kask Outpost. This projectile has been recovered and is undergoing testing. Preliminary scans show materials match those found in certain geographic bodies found on the surface of the asteroidal body.

#### Thin Crust Bodies Discovered

Several areas of the crust have shown a density of less than 5 meters depth of asteroidal rock strata. Some have shown less than a 10-meter depth. One has shown a depth measured as 1 meter. While these may be scanning inaccuracies, they may also mark areas of ingress to the interior of the asteroid. They have been demarked by circles on your topographical map. The 1-meter depth anomaly was too small to show up on this map, but has been noted on the long range scan.

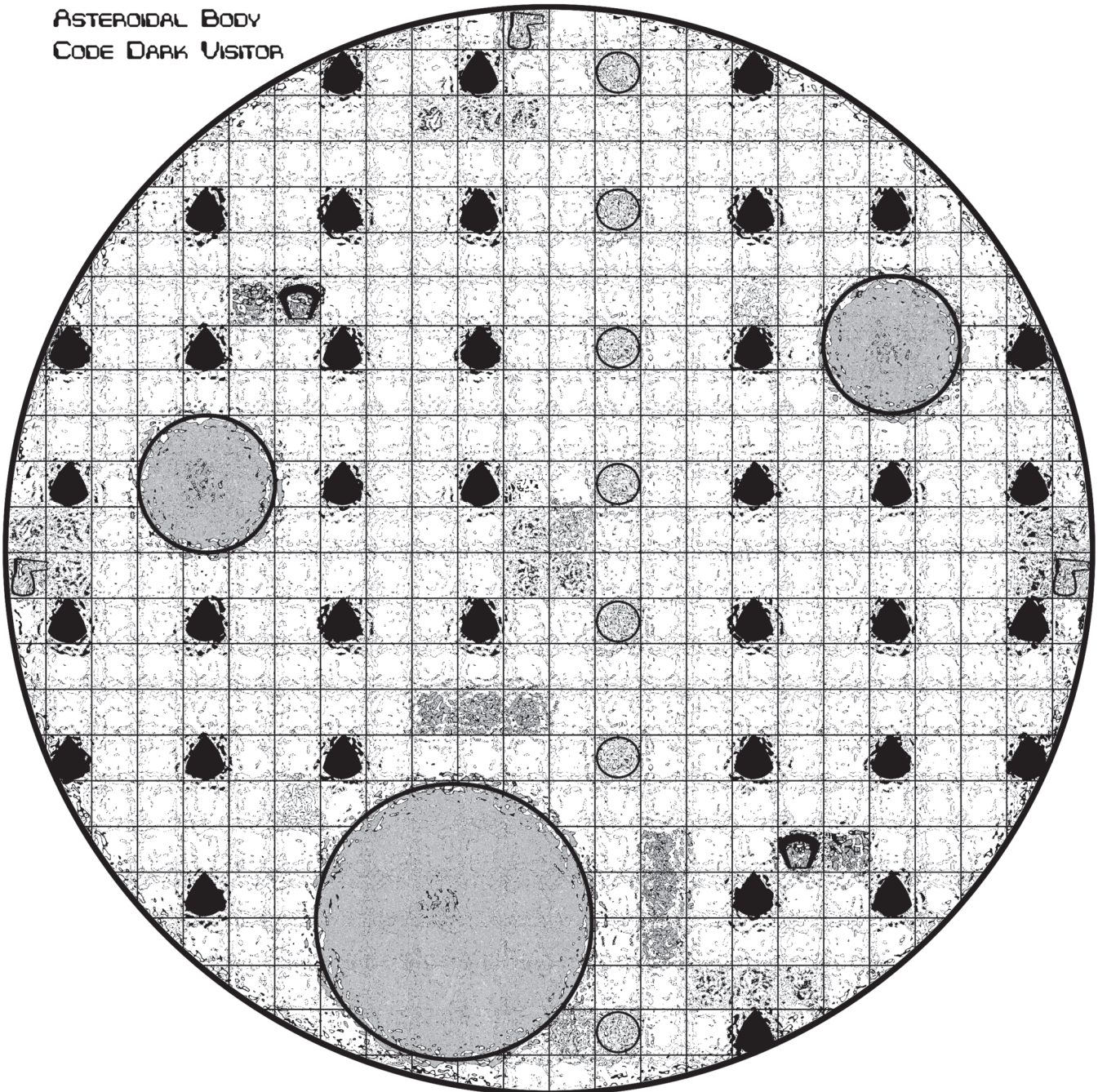
The maps on the following pages are also offered as playing aids, and permission is granted to photocopy these pages for personal use. You may choose to give these to your players at the outset, or wait to see if specific scans are requested (dependent as well upon the gaming system used). Please make use of them or not as you see fit.

## CGI ENHANCED TOPOGRAPHICAL MAP

SCALE: 200 FT.

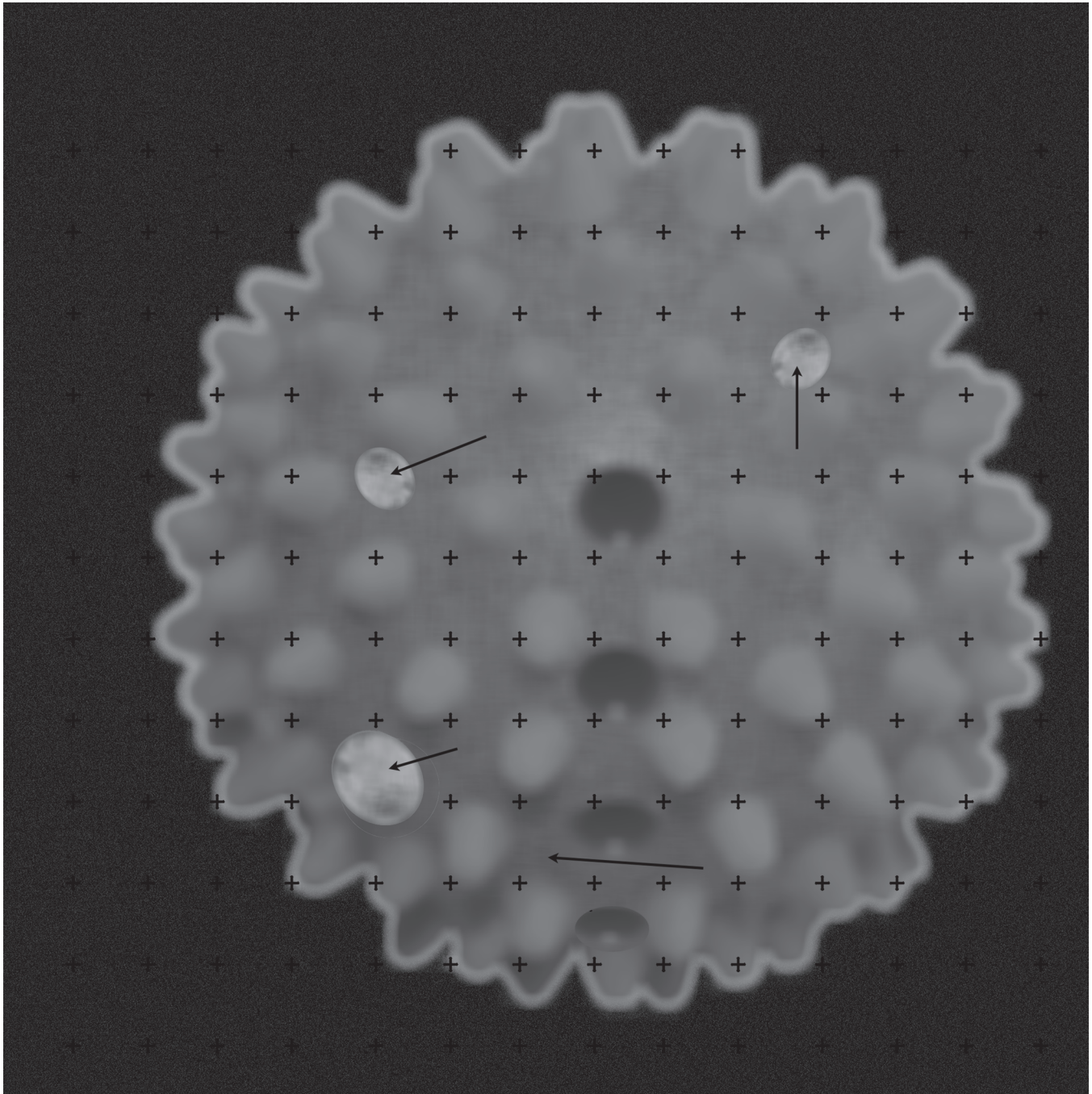
ASTEROIDAL BODY

CODE DARK VISITOR



# APPENDIX A: FLEET MISSION BRIEFING

## Long Range Scan



DELTA CLASS TRANSPORT WARDCLAR

DATE: 2683.21

EN ROUTE TO PLANET KASK OUTPOST

LONG RANGE SCAN:

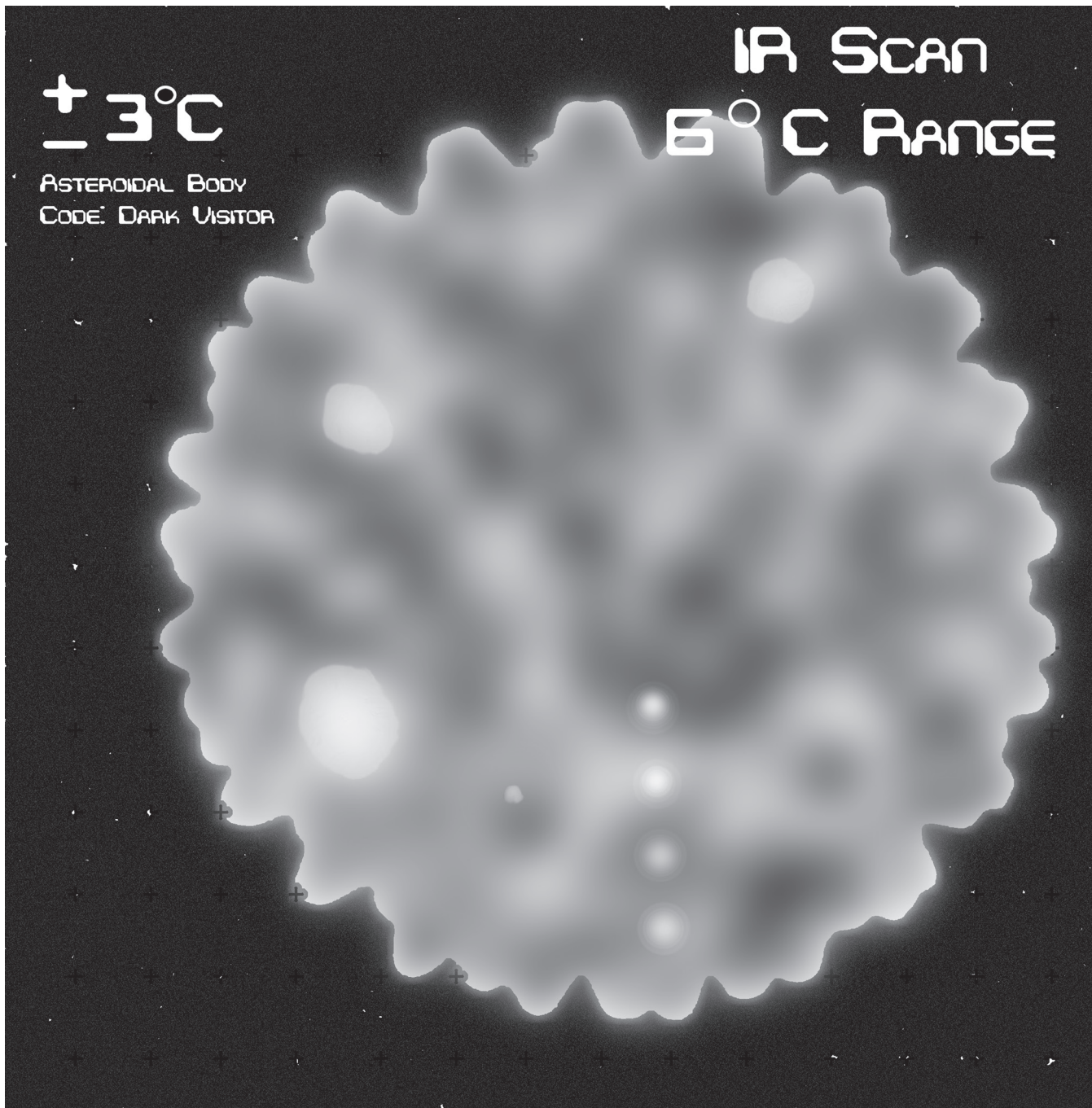
DISTANCE FROM OBJECT: 1856.54 KM

MAGNETIC DRIFT: 0.256°

**CLASSIFIED**



Infra-Red Scan



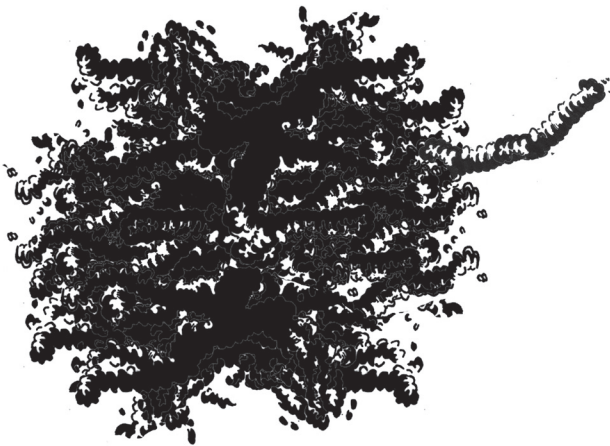
DATA RETRIEVED FROM TELEMETRY AND STATUS UPDATE MESSAGE  
FROM SIGMA SCOUT SHIP. LAST TRANSMISSION, NO CARRIER CODE SENT.

CLASSIFIED

## APPENDIX B: ENTITY DATABASE

What follows is a listing of all the encounters you players might run into on the Dark Visitor (including some not specifically enumerated in the text). All fungi types specifically associated with the Dark Visitor are listed under “Fungi” while all robotic types are listed under “Robots”. The listing is otherwise alphabetical.

### Fungi



#### Alien Master Fungus

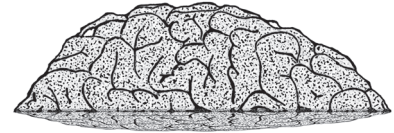
**Appearance:** Master Fungi resemble lacy ropes of dark green Spanish Moss coiled into a 10’ tall mass. Four tentacles protrude from this mass to 30 foot range, and are constantly in motion. Bits of fungi are constantly falling from the main body and floating to the ground.

**Demeanor:** Master Fungus will exhibit a variety of behaviors no less variable than those expressed by your players. They are highly intelligent, consider non-fungal life forms to be inferior, and will do their best to turn any situation to their own advantage.

**Power:** 10% (2)                      **Defense:** 10% (2)  
**Health:** 12                              **Move:** 3  
**Init:** 0  
**Damage:** Tentacle Strike 1d10 (x4), range 30’

**Special:** This alien emits a cloud of fungal darkness in a 5’ radius, making it impossible to see the alien or detect it with any type of gear. The fog can be dispersed by a strong wind. If wounded, the fungus exudes a horrific smell that makes it difficult to breathe within 20’ of its location.

#### Brain Fungus



**Appearance:** The Brain Fungus appears to be a pink, slimy, disembodied brain; its surface covered in a series of folded bulges resembling the gyri and sulci of this organ.

**Demeanor:** Moderately intelligent, the Brain Fungus is incapable of actually attacking the characters, but may attack by controlling automated systems or robots.

**Power:** 15% (3)                      **Defense:** 5% (2)  
**Health:** 150                              **Move:** 1  
**Init:** +5% (+1)                      **Damage:** none

**Special:** Should the Brain Fungus be killed, any defending the fungus will cease their attack, instead wandering aimlessly about the area or simply ceasing activity altogether.

#### Black Fungus

**Appearance:** Black Fungus appears as a shapeless black furry mass covering a large area (based on the size of the fungus – from 1’ square to 100 square meters).

**Demeanor:** This alien fungus has no sentience and responds only to base stimuli.

**Power:** 5% (1)                      **Defense:** 0% ( see Special)  
**Health:** 6-128                              **Move:** n/a  
**Init:** 0                                      **Damage:** special

**Special:** when touched, Black Fungus will affix itself to any non-ceramic surface. If that surface contains nitrogen or oxygen compounds (like human skin, space-suit seals, or any other organic material) the fungus begins growing into the material. In the first hour this growth and decomposition only inflicts 5 Health points of damage, but this damage doubles every 15 minutes if the fungi are not carefully cleaned off. Black Fungus is susceptible only to heat damage and chemical anti-fungal agents. Even in death, Black Fungus acts as an amplifier and line repeater for chemical (smell-based) signals.

### Decomposition Fungus

**Appearance:** Decomposition Fungus is nearly shapeless, appearing as a variegated green and purple blob with rounded striations along several differing axis. The size of this mass can range from 10 square centimeters to 30 square meters. When attacking, the mass extrudes several (1d6) pseudopods that are from 2 to 10 meters in length and range from 5 to 50 centimeters in diameter.

**Demeanor:** Hungry; low-animal intelligence.

**Power:** 15% (3)                      **Defense:** 10% (2)  
**Health:** 10 (pseudopods) and 70 (small), 120 (medium), or 240 (large) for the main mass  
**Move:** 18 (pseudopods) or 1 (main mass)  
**Init:** -10% (-2)  
**Damage:** Caustic Oxidant 2d20 per pseudopod attack (1-6 of these per round)

**Special:** The fungus will initially create 2 pseudopods to investigate any intruder or possible food source, and will then add one pseudopod per round of combat until it has created 6 in total (the maximum number it can control). Each of these pseudopods attacks with a hit causing a splash of chemically reactive goo that effects flesh, metals, and organic material, but that is ineffective against glass, plastics, and ceramic materials. Each pseudopod that is destroyed saps its health from that of the main mass. As this mass requires some substance to maintain control of its extruded appendages, it will cease creating pseudopods when it has 10 or fewer Health points remaining in its main mass. Decomposition Fungus is immune to cold-based attacks, but suffers double damage from acid-based attacks.

### Fire Fungus

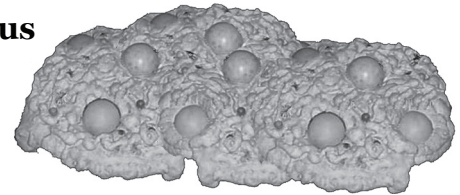
**Appearance:** Fire Fungus appears as a wet, glowing, red sponge-like mass covering ten square feet and rising from a height of mere inches at its edge to several feet at its center.

**Demeanor:** This alien fungus has no sentience and will respond only to base stimuli.

**Power:** 10% (2)                      **Defense:** 0% (0)  
**Health:** 84                              **Move:** 3  
**Init:** +25% (+5)  
**Damage:** Electrical Discharge 1d8 (x3), range 10'

**Special:** The Fire Fungus shoots out a high voltage discharge 3 times per turn at a range of up to 10'. Any character caught by this discharge will be burned by the high voltage, and equipment is often rendered completely useless. This attack causes no damage to non-conductive materials (like rubber, glass, ceramics, and plastics).

### Green Fungus



**Appearance:** Green Fungus appears as a slimy mold, a green batch of goo filled with trapped air bubbles. A standard colony of Green Fungus covers about 1 cubic foot of area, in an irregular, nebula-like shape.

**Demeanor:** This alien fungus is not sentient.

**Power:** 0%                              **Defense:** 0% (special)  
**Health:** 8                              **Move:** 0  
**Init:** 0                                  **Damage:** special

**Special:** Contact with this fungus turns normal rubberized compounds (both rubber and artificial rubber-like compounds) to powder over a period of minutes. Rubber suit seals (and other rubber equipment) suffer 1 point of damage per turn, while exposed flesh contracts the fungus as a disease causing 1d6 per turn. Infections caused by direct exposure can be cured by the application of medical poisons (like chemotherapy), or by the application of flame. Green Fungus is immune to cold, acid, base, and physical attacks, but incurs double damage from fire and toxic (poison) attacks.

### Mutated Fungus

**Appearance:** This fungal colony appears as a mass of green ropey tentacles of uniform width coated in a viscous slime. The tentacles are 40' in length.

**Demeanor:** This creature is a hungry predator with no true intellect.

**Power:** 20% (4)                      **Defense:** 10% (2)  
**Health:** 12 (each tentacle)      **Move:** 0  
**Init:** +5% (+1)                      **Damage:** Special

## APPENDIX B: ENTITY DATABASE

**Special:** Each successful tentacle attack will cause the tentacle to adhere to a character (or a piece of their equipment, at your discretion). The tentacle then pulls the character or object towards its main mass with a strength equal to half that of a normal human. While one tentacle might be easily resisted, bear in mind that in zero-gravity, and even one tentacle might cause a character extreme difficulty if the fungus is firmly lodged. Should multiple tentacles adhere to a victim or object, the odds of escape drop precipitously. Characters drawn into the main mass suffer 1d20 per turn.

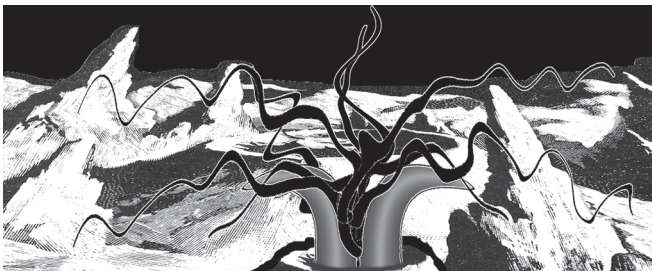
### Mutated Scout Ship Fungal Colony

**Appearance:** Roughly 50 yards long and 20 yards wide, this fungi Scout Ship appears as two conjoined scout ships, but is actually one ship that continued growing until it split apart. At the center of this area are numerous large black pipe-like objects. These 'pipes' become 60' long tentacles should any moving object approach within 50' that flail outwards in an attempt to grab anything moving around the area.

**Demeanor:** Not an aware creature, this mutation simply reacts to nearby vibrations.

**Power:** 50% (10)                      **Defense:** 40% (8)  
**Health:** Tentacle 50, main body 500  
**Move:** 0                                      **Init:** -5% (-1)  
**Damage:** Tentacle (10 pts.) x2 per approaching entity

**Special:** The fungus can generate more tentacles at will, but will only generate two per character (or robot) approaching its area. Any character touched by this creature will need to be thoroughly disinfected or *Black Fungi* spores will adhere to their equipment (whatever is touched) spawning over time and creating new, and deadly, *Black Fungi* colonies. Characters caught within the range of this creature may avoid further attacks by remaining completely motionless.



### Pink Security Fungus

**Appearance:** This fungus appears as either a pink dust or as a cloud of pink dust floating in the air. It is bright pink and gives off a faint illumination when in a darkened area.

**Demeanor:** Not an aware creature, this mutation simply reacts to nearby stimuli.

**Power/Defense/Health/Damage:** n/a  
**Init:** +5% (+1)                              **Move:** 15

**Special:** Pink Fungus adheres to anything alien to the Dark Visitor (not produced on the ship). Should any form of magnetic or electrical energy be present (such as the electric field of a living body), a chemical reaction then occurs and the pink fungus begins multiplying at a fantastic rate. In just a few hours the entire alien body/object is covered in a pink film that won't rub off, wash off, and permanently stains the object.

From that point forward, all counter-measures employed by the Dark Visitor recognize the pink creature as a blight needing to be destroyed and/or removed from the ship. Any exposed equipment will appear to be bright pink, and the chemical signature exuded by this fungus is recognizable both by all the systems on board the Dark Visitor, and by most scanning equipment used by characters. The only means for removing the fungus is to discard the affected equipment without allowing it to touch another, non-Dark-Visitor-spawned surface (tricky indeed!).

### Sensor Fungi

**Appearance:** Each individual appears to be a symmetrical sponge-like mass resembling a 5-pointed star. They measure some 6' in length and are about 1' in height (somewhat variable). They are uniformly a light brown in color.

**Demeanor:** Sensor Fungus colonies are non-sentient fungi.

**Power/Move/Damage/Init/Special:** n/a  
**Defense:** 60% (due to the softness of their bodies resisting impact damage)  
**Health:** 36 each/36,000 in a sensor cluster

## Yellow Fungus

**Appearance:** Yellow Fungi appear as a powdery yellow film coating, usually covering 4' - 8' square.

**Demeanor:** This alien fungus seeks data processors to use to control its environment. It has memories of the last commands it was given by the Control Center and will follow those if possible, simply defending itself where the completion of these commands is not possible.

**Power:** 10% (2)

**Defense:** 10% (2)

**Health:** 1

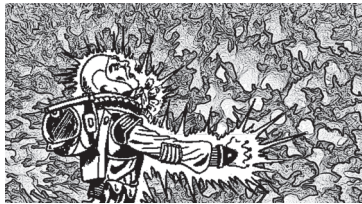
**Move:** 3

**Init:** +75% (+15)

**Damage:** special

**Special:** Yellow Fungus attacks inflict no damage, and they are unaffected by impact-based (kinetic) attacks. When attacking they form a narrow, whip-like pseudopod 20' long to search for and attack equipment containing a data processor. A successful hit indicates that fungus has gained control of the equipment. (You should then use whatever attack form seems appropriate to simulate the equipment attacking a character).

## Zap Fungus



**Appearance:** Zap Fungus appears as a dry, glowing, orange sponge-like mass covering 10' square and rising from a height of mere inches at its edge to several feet at its center.

**Demeanor:** This alien fungus has no sentience and will respond only to base stimuli.

**Power:** 15% (3)

**Defense:** 0% (0)

**Health:** 65

**Move:** 3

**Init:** +25% (+5)

**Damage:** Electrical Discharge 2d8 (x3), range 10'

**Special:** The Zap Fungus shoots out a high voltage discharge 3 times per turn at a range of up to 10'. Any character caught by this discharge will be burned by the high voltage, and equipment is often rendered completely useless. This attack causes no damage to non-conductive materials (like rubber, glass, ceramics, and plastics).

## Garmunchin (Giant Borer Worm)

**Appearance:** The Garmunchin resembles a segmented worm some 20' in length and with a diameter at its head of more than 3'. Its body is comprised of hard, chitinous rings which decrease in diameter towards the tail, with its final ring measuring a mere 2" in diameter. The worm's mouth, teeth and throat are metallic, and its throat closes when it opens its mouth to consume prey, protecting the interior of the worm from the harsh vacuum found of space. Once prey has been engulfed by this cavernous maw, the mouth closes, the throat opens, and digestion begins.

**Demeanor:** The worm is able to sense and moves towards any radioactive or metallic substance within 500' of its location. Beyond its need to feed, the worm has neither intellect nor motivation.

**Power:** 10% (2)

**Defense:** 65% (13)

**Health:** 16

**Move:** 4/flying\* 10

**Init:** 5% (+1)

**Damage:** Bite (special), OR Tail Whip 1d10

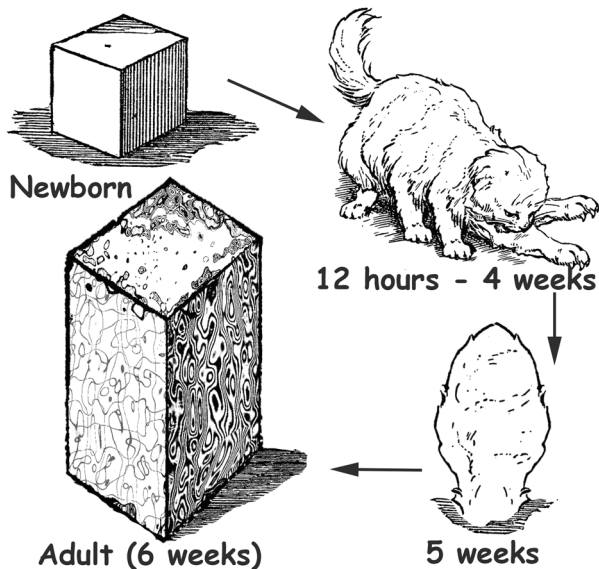
**Special:** The worm successfully attacks only 10% of the time (for systems using a d20, a 19 or 20) when attempting to swallow sentient food sources. The maw is able to fully engulf a suited human space traveler, and those engulfed (swallowed) suffer 4d10 damage per turn that they are within the belly of this beast. Note: an adventurer's gear and outer suit will suffer this damage first. "Rescued" characters may be subject to the vacuum of space if rescued after their protective outer gear has been dissolved.

## Liquid Alien Creatures

**Appearance:** These aliens begin life as glowing green cube-shaped eggs. Hatching they become six-legged cats with black fur. Their fur is a light green in females and a dark green in the males. After 3-4 weeks of life as a 6-legged cat, the alien cocoons itself for a week, emerging as a coalesced liquid entity with a mottled green color thereafter.

**Demeanor:** Non-responsive other than when in cat and adult form. While in cat form, they are extremely fast and move with four times the speed and dexterity of humans. They are also great observers and require very little food but voluminous amounts of liquid.

# APPENDIX B: ENTITY DATABASE



They are able to use any form of liquid and will consume all that they find. They will defend themselves with claws and teeth if attacked, but will ignore most other life forms if left alone. The exception, of course, is any life form that exhibits a visible liquid. These the young will attack without provocation or fear, and will happily drain the fluids from any living thing that demonstrates that it indeed has fluid within it.

## LIQUID ALIEN STATISTICS BY AGE

	Egg	Young	Cocoon	Adult
<b>Power</b>	0	20% (4)	0	30% (6)
<b>Defense</b>	5	30% (6)	10% (2)	Special
<b>Health</b>	1	20	5	75
<b>Move</b>	0	22	0	20
<b>Init</b>	0	50% (+10)	0	25% (+5)

**Damage:** As with all other aspects of this species, this varies by the stage of the life cycle.

**Eggs:** Do not attack but explode if hit for 1 or more damage causing 3d20 to all within 10'.

**Young:** Talons 1d8 and bite 1d10

**Cocoon:** none.

**Adults:** Attack by producing Eggs. They have no other attack.

**Special:** As mentioned above, the *Eggs* explode if successfully attacked. The *Young* are immune to all forms of acid and caustic corrosive attacks, but take normal damage from all other forms of assault. The *Adults* are susceptible only to heat-based attacks, taking 2x damage from all assaults of this nature.

When faced with a heat-based attack, the Adults exhibit a defense of 5% (1) (and with offspring if in their adult form).

**Other:** While these aliens behave intelligently in all but their cube-egg-stage, they have no visible ears and seem to have no means for communication. Their potential society, technologic level, and means of interaction are left to your discretion.

## Robots

### Fire Suppression Robot

**Appearance:** This cube-shaped automaton measures 3' per side and is made from a rubbery blue material. It appears to have no mass as it floats (even in spin gravity) and propels itself by expelling small jets of controlled gas. The center of the cube on all sides is dominated by a 3" round opening.

**Demeanor:** This alien robot is controlled by a Yellow Fungus and is designed to seal off areas that have caught fire or that have compromised vacuum seals.

**Power:** 10% (2)

**Health:** 65

**Init:** +5% (+1)

**Defense:** 15% (3)

**Move:** 15

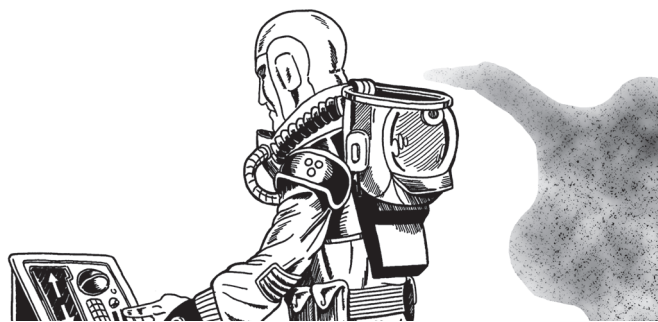
**Damage:** special

**Special:** This robot contains a Yellow Fungus colony that is sealed within to prevent its exposure to the outside environment. The robot attacks by rapidly swelling to fill a large passageway, then flooding the area with compressed nitrogen (N<sub>2</sub>) gas. The nitrogen displaces the oxygen in the area which is then collected by the robot. When attacking characters, the robot moves to the nearest 'sealable' structure (room hatch, hallway area, etc.) and inflates to full size. On the following turn, it pressurizes the area with nitrogen, removing all oxygen and causing all characters to either begin suffocation, or to find a new supply of oxygen. The robot maintains the seal until such time as it is destroyed. If the Fire Suppression Robot is destroyed, the Yellow Fungus within also dies. Fire Suppression Robots have enough life support materials to function for 2 days before returning to a Recharge Station for resupply and data uplink.

## Nanos

**Appearance:** Nanos most often appear as a swirling mass of black, pinpoint-sized sand-like particles; each mere microns in size. They may also appear in smaller groups that are far harder to detect (or even see).

**Demeanor:** These black particles are actually fully programmed nano-bots; remarkably small programmed DNA processing units. They will seek out any nearby source of DNA or RNA and will slowly move toward it.



**Power:** 5% (1)  
**Health:** special  
**Init:** +5% (+1)

**Defense:** special  
**Move:** 1  
**Damage:** special

**Special:** The Nanos quickly absorb the nearest source of DNA/RNA available and begin to duplicate it. They grow rapidly, ingesting any suitable surrounding material and adding as much as 1 kilogram (2.2 pounds) of mass each hour, eventually completely duplicating the creature from which they originally absorbed the DNA.

Each Nano released (there are generally thousands within a group) will float, dust-like through the air, occasionally (10% of chance of 1-20 nanos landing on an individual character for every ten seconds spent within 10' of a Nanos cloud) landing on a creature from whom it can absorb both DNA and the necessary 'building block' materials it needs to replicate that DNA. Characters so 'attacked' will lose 1-6 points of Health and 1 pound of substance per nano that makes contact with their person per hour.

The "Nanos" are still experimental, and even the fungi aliens aboard the Dark Visitor have no idea as to the limits of their function. Currently, the only known method for destroying Nanos is heat in excess of 360 degrees Fahrenheit.

## Robotic Machine

**Appearance:** The exact appearance of the robotic machinery is left to your whim, but all have at least two robotic arms that attack with both speed and deadly accuracy. These arms are generally a mere 5' in length, but have great strength.

**Demeanor:** The Robotic Machine is controlled by a highly intelligent artificial intelligence and it recognizes weaknesses and responds with unreal agility to changing situations. Its intent is to kill interfering characters when diverted from repair or manufacturing functions by their intrusion.

**Power:** 15% (3)

**Defense:** 20% (4)

**Health:** 110

**Move:** 0

**Init:** 0

**Damage:** Robotic Arm Swipe 1d10 (x2)

**Special:** Destruction of the machine controlling the robotic arms will alert the artificial intelligence (AI) that it faces a formidable opponent. Once the first machine has been destroyed, the AI will bend the efforts any other machines within an area towards the destruction of the characters.

## Servitor

**Appearance:** The Servitor is a spherical ceramic ball measuring 1.2 meters (4') in diameter. Four large metal pseudopods project from this outer white shell which also contains 12 small apertures. These apertures emit jets of compressed gas that allow the Servitor to propel itself in a Zero-G environment.

**Demeanor:** All Servitors are controlled by Yellow Fungus. See Yellow Fungus on page 98.

**Power:** 25% (5)

**Defense:** 40% (8)

**Health:** 90

**Move:** 10

**Init:** 0

**Damage:** Pseudopod Swipe 1d6 (x 1-4)

**Special:** If uplinked when attacked, the characters find the Servitor readily adapting to any situation. If not, Servitors may be easily avoided or even duped into a pre-programmed reaction. Servitors are capable of moving objects up to 10x their mass in a Zero-G environment. Servitors are powered by a battery with a life of 6 hours that is recharged whenever the Servitor is linked to a data uplink.

# APPENDIX B: ENTITY DATABASE

## Zemitab Automated Sentry Unit

**Appearance:** This automated unit is little more than a motion sensor with a mounted turret. Its base is a cube measuring 2' per side, which connects to a mounted 'blaster' that sits atop rotating disk-shaped turret. The entire mechanism is a mere 4' in height and is comprised of a metal-like white plastic material.

**Demeanor:** This automaton follows a set of pre-programmed commands to blast any moving object within a given area (maximum range 100 yards).

**Power:** 10% (2)                      **Defense:** 20% (4)  
**Health:** 45                              **Move:** 0  
**Init:** +15% (+3)                      **Damage:** Plasma Blast (45)

**Special:** Due to its computer-assisted targeting, the sentry makes all of its attacks at +20% (+4) to hit. The sentry is highly susceptible to water damage and will short circuit, shutting down entirely, if more than a pint is splashed upon its circuitry. This unit has been connected to the power supply of the Dark Visitor, and has virtually unlimited ammunition.

## Spongoids

**Appearance:** Appearing as an irregular, white, sponge-like mass Spongoids move by extending portions of their mass (like pseudopods) forward and then drawing their main body mass after. They vary in size from 4' to 10 meters.

**Demeanor:** Mindless, Spongoids are drawn to non-electro-magnetic sources of power/radiation. They are also drawn towards activated Zoombees.

### SPONGOID STATISTICS BY SIZE

	Small	Medium	Large
Power	10% (2)	40% (8)	80% (16)
Defense	5% (1)	10% (2)	20% (4)
Health	40	100	300
Move	8	15	20
Init	0%	0%	0%
Damage	1d8	3d8	6d8

**Special:** A successful attack by a Spongoid indicates that it has enveloped its target (or some portion thereof). The enveloped target may then attack from within the Spongoid, but suffers damage each turn as the Spongoid exudes rhizomes (root-like tentacles) into the enveloped target which digest these materials with a highly corrosive acid.

## Vavereen Alien

**Appearance:** Vavereen Aliens wear specially made black space suits that enhance their strength many fold. With their protective environmental suits removed the Vavereen look like little gray aliens with basketball-sized heads and large, light-sensitive eyes. They have 3-fingered hands and 3-toed feet.

**Demeanor:** Given but a few minutes of time, and a few lines of communication as an example, the Vavereen will quickly learn the language of the characters. Vavereen are cooperative and friendly, seeking understanding and cooperative assistance. Their planet lies beyond this solar system, and is currently unknown to the Fleet. If attacked they become furious, and retaliate with stunning force as their space suits are much like military grade tanks.

**Power:** 60% (12)                      **Defense:** 55% (11)  
**Health:** 190                              **Move:** 12  
**Init:** 15% (+3)

**Damage:** Blaster Rifle Arm 4d20 (+20% to attack/range 300', Grenades 5d20 (plasma explosion in a 20'diameter circle/range 60'), Needle Pistol 25 (+15% to attack/ range 40'/80'/120')

**Special:** If the alien space suits take massive damage they emit an interference field that bends light causing the Vavereen to vanish from the sight. This does not prevent detection by infra-red (or other non-visual spectrum) scanning.

## Zemitab (Explorer)

**Appearance:** The Zemitab are an insect-like species strongly resembling a gigantic version of an Earth-born ant. They measure between 5' and 6' in height but, due to their exoskeletal body structure, weigh only from 40-60 pounds. They are a reddish black in color and wear no clothing beyond an intricate harness that holds their equipment (numerous pouches for items and equipment, a Zemitab Force Field Generator, and a holster for a Zemitab Blaster).

**Demeanor:** The Zemitab are enigmatic to humans as they have no desires beyond the acquisition of knowledge, and the continued improvement of their race. They are proud, and will accept no criticism of their species or its cultural pursuit of knowledge.



**Power:** 15% (3)      **Defense:** 25% (5)  
**Health:** 30      **Move:** 0  
**Init:** +15% (+3)  
**Damage:** Plasma Blast (45) OR Leg Swipe (1d6)

**Special:** the Zemitab carry two pieces of equipment at all times:

### Zemitab Force Field Generator

The Force Filed Generator provides one of the following three levels of defense, depending upon the setting used:

**Atomic:** Blocks damage of all kinds. Any single attack that generates more than 50 points of damage will overload this field and render the Force Field Generator useless (it overloads and shorts out).

**Molecular:** Blocks all physical damage but has no effect on energy-based forms of attack. It provides a biologic filter as well. Any single physical attack that generates more than 150 points of damage will overload this field and render the Force Field Generator useless (it overloads and shorts out).

**Impact:** This setting cuts any physical damage (impact) suffered by the Zemitab by 75%. It cannot be overloaded.

The Zemitab Force Field Generator also contains a telepathy 'line repeater'; a telepathic booster that allows the Zemitab to communicate freely over 400-500 miles distance (depending on atmosphere and other conditions). The Zemitab are a telepathic race, and normally receive instructions and communication by tapping into what they term, "the hive mind"; a gestalt intellect that truly is a unification of all Zemitab intellects that are within range. The characters will notice none of this should they either use or handle the Force Field Generator, but will become subject to the direction and orders of any Zemitab within 500 miles, with their ability to resist this intrusion mentally left to your capable adjudication.

### Zemitab Blaster

The Zemitab Blaster provides a bonus of +20%/+4 to hit, causes 45 points of damage with every blast, has a range of 450 yards, and can form plasma shots every other combat turn. Its generator is good for 50 shots. Note that the energy from this weapon can cause significant damage to equipment should the intended target be missed. The Blasters are made to fit over the legs of the Zemitab (an ant-like race) and will ill accommodate the 'suited' hand of a character, but may be used if modified should their function be divined by a character with appropriate skills.

### Zoombee

**Appearance:** These 6" rubbery spheres are blue in color and move forward by rolling and bouncing unerringly towards their target.

**Demeanor:** Zoombees are able to identify materials that are foreign to the Dark Visitor. They pursue all foreign materials in an effort to make physical contact with any foreign object. Zoombees are similarly attracted to any object coated with Pink Fungus.

**Power:** 5% (1)  
**Defense:** 30% (6), 60% (12) when activated  
**Health:** 15      **Move:** 9  
**Init:** +5% (+1)      **Damage:** special










**Special:** Zoombees attack by making physical contact with an object. Once contact has been established, they quickly activate, inflating to eight times their original size (about 2' in diameter), and enveloping a portion their target when possible. The Zoombee then becomes rock hard (its defense becomes 60%) and inert. Equipment successfully attacked by a Zoombee becomes quickly useless (unless freed from the Zoombee) while characters lose 4" of movement and a degradation of 20% (-4) to any attacks, movement, or abilities used per Zoombee so attached. Activated Zoombees often whistle loudly in an attempt to attract other nearby Zoombees. This whistling can be heard for hundreds of yards if the conditions are favorable.

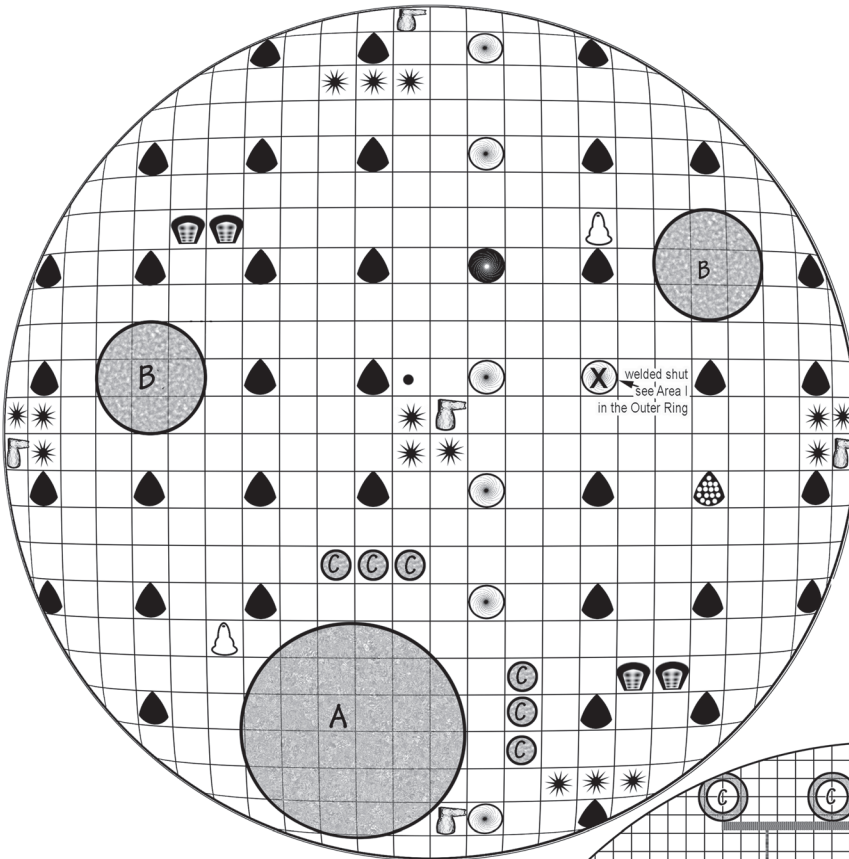


# APPENDIX C: MAPS



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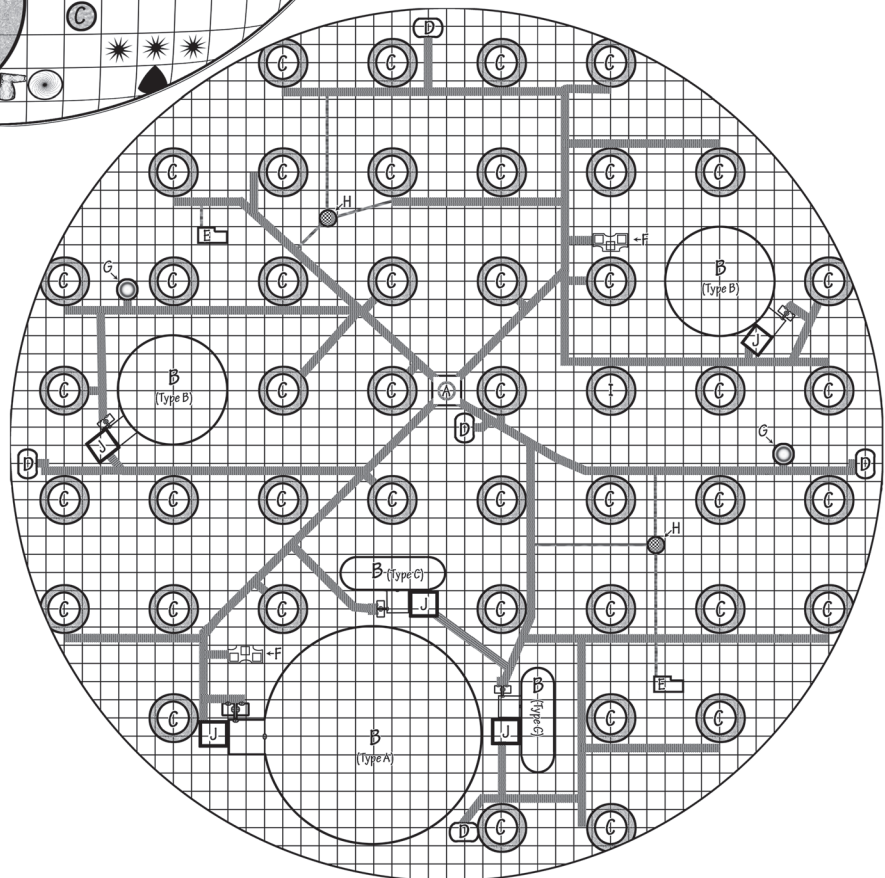
## THE OUTER HULL MAP KEY

- Central Elevator
  -  Directional Jet
  -  Grabbers
  -  Iris Hatch
  -  Mutated Iris Hatch
  -  Mutated Spore Scout Ship
  -  Spore Cloud Generator
  -  Spore Cloud Sensor
  -  Spore Scout Ship
  -  Toxin Defense Node
- One square = 200 feet



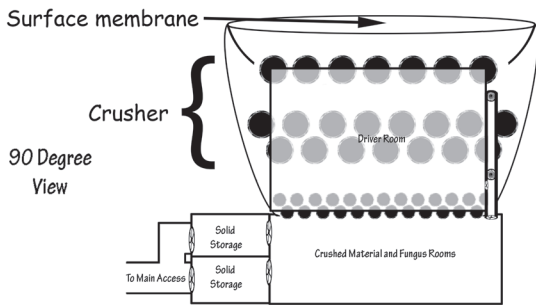
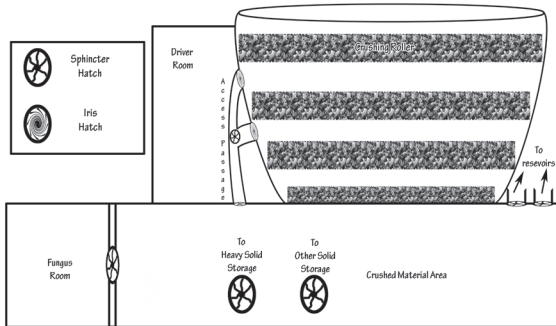
## THE OUTER HIGH GRAVITY RING MAP KEY

- MAP KEY
-  4-meter passage
  -  2-meter passage
  - A Central Elevator
  - B Crushing Station
  - C Scout Ship Growth Area
  - D Fuel Bay
  - E Spore Cloud Complex
  - F Toxin Defense Node Control
  - G Interior Access Tunnel
  - H Servitor Security and Recharge
  - I Zemitab Refuge
  - J Exhaust Separation Room
- 1 Square = 100 feet

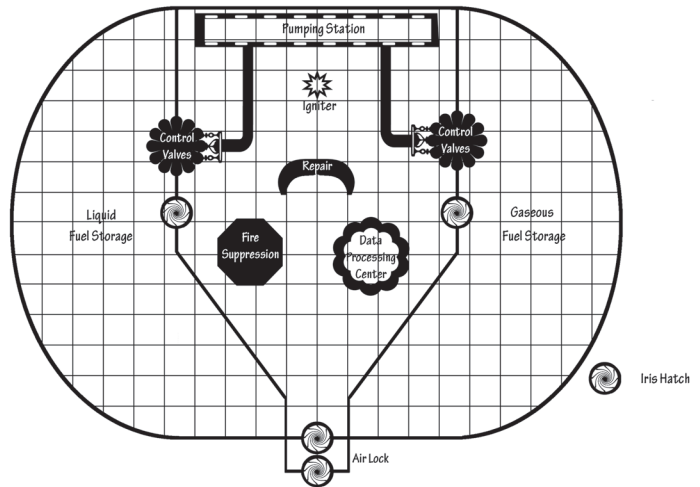


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## CRUSHING STATION

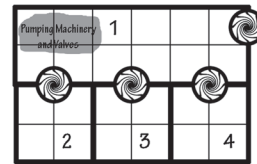


## FUEL BAY



One Square = Ten Feet

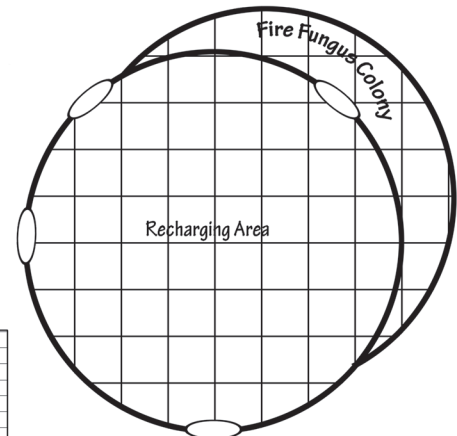
## TOXIN DEFENSE NODE CONTROL COMPLEX



3-Meter Iris Hatch

One Square = Ten Feet

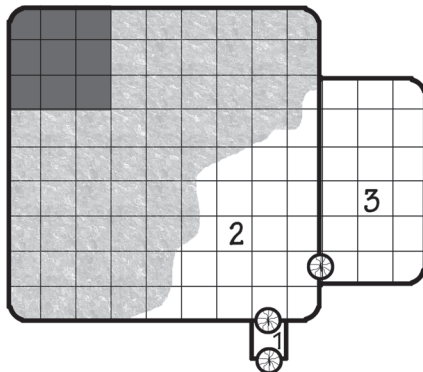
## SERVITOR SECURITY AND RECHARGE STATION



2-meter Sphincter Hatch

One Square = Ten Feet

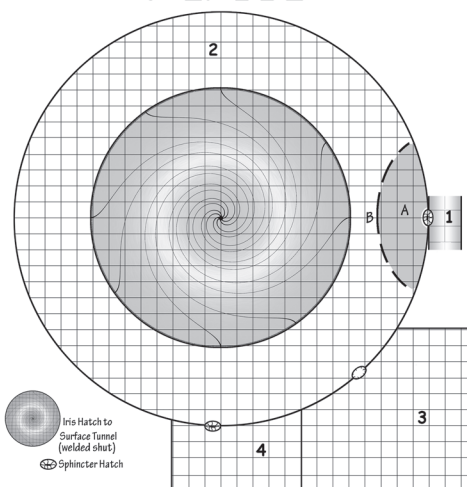
## SPORE CLOUD COMPLEX



One Square = Ten Feet

Sphincter Hatch

## ZEMTAB REFUGE

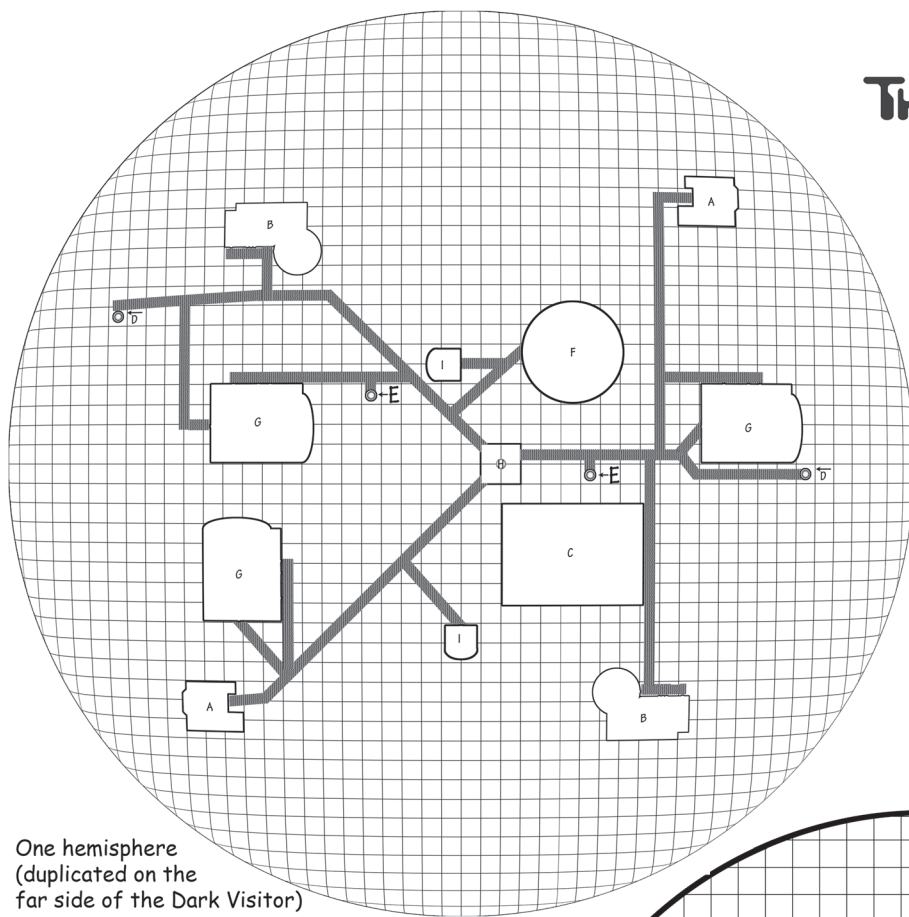


One Square = Ten Feet

## DETAILED MAPS OF THE OUTER HIGH GRAVITY RING

# APPENDIX C: MAPS

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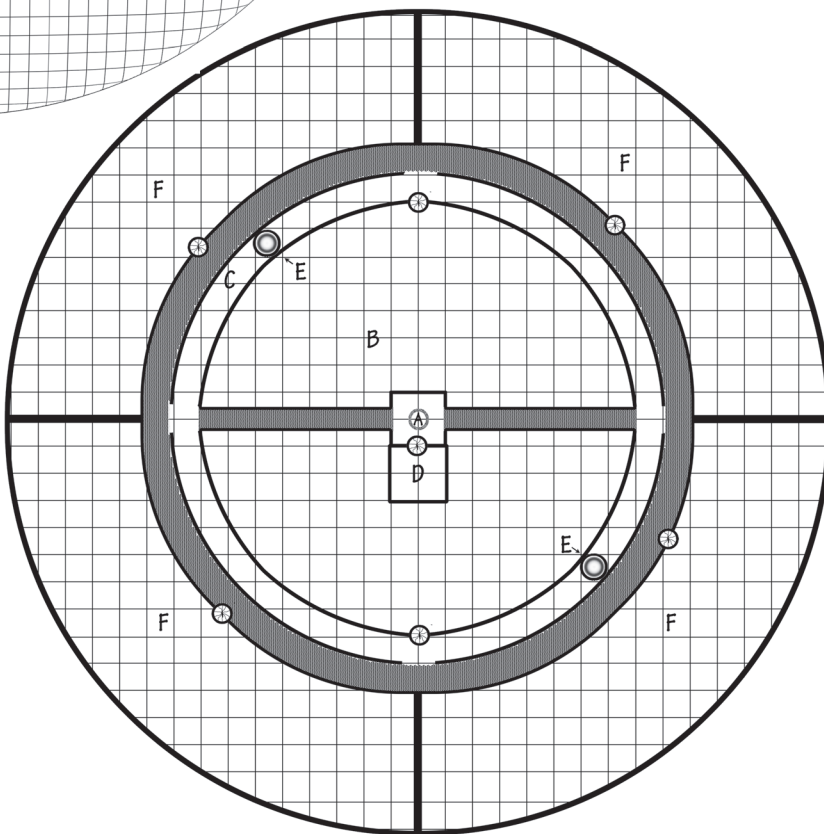
One hemisphere  
(duplicated on the  
far side of the Dark Visitor)

## THE INNER LOW GRAVITY RING MAP KEY

- 4-meter passage
  - A Atmospheric Control Center
  - B Servitor Center
  - C General Manufacturing Pod
  - D Interior Access Tunnel Up
  - E Interior Access Tunnel Down
  - F Fungi Propagation Vats
  - G Black Fungus Garden
  - H Central Elevator
  - I Methane Power Station
- One Square = Fifty (50) Feet

## THE CONTROL CENTER MAP KEY

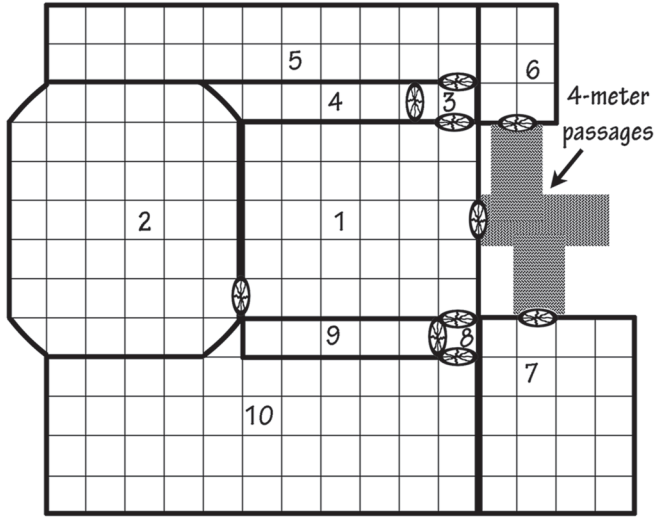
- ⊗ 3-meter Sphincter Hatch
  - A Central Elevator
  - B Artificial Intelligence
  - C Input Consoles
  - D Elevator Pumping Station
  - E Interior Access Tunnel
  - F Living Areas
- One Square = Ten Feet



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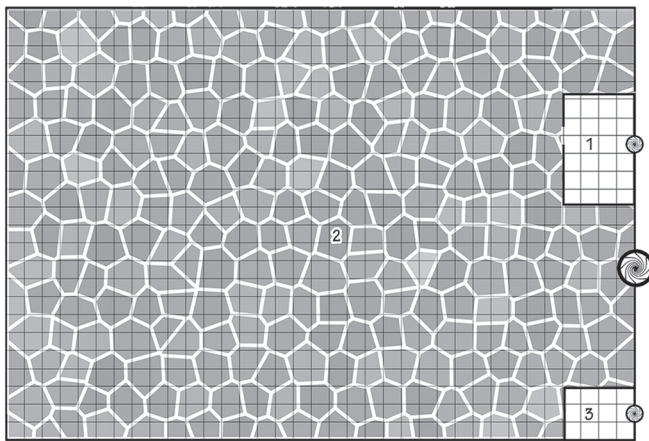
## DETAILED MAPS OF THE INNER LOW GRAVITY RING

### ATMOSPHERIC CONTROL STATION



3-meter Sphincter Hatch      One Square = Ten Feet

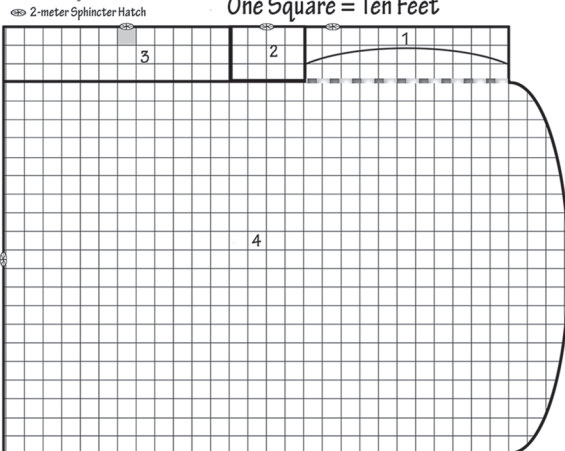
### GENERAL MANUFACTURING POD



2-meter Iris Hatch      6-meter Iris hatch      One Square = Ten Feet

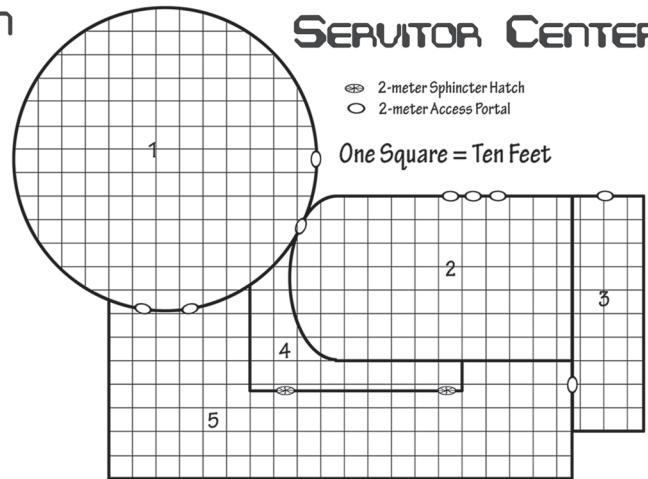
### BLACK FUNGUS GARDEN

One Square = Ten Feet



2-meter Sphincter Hatch

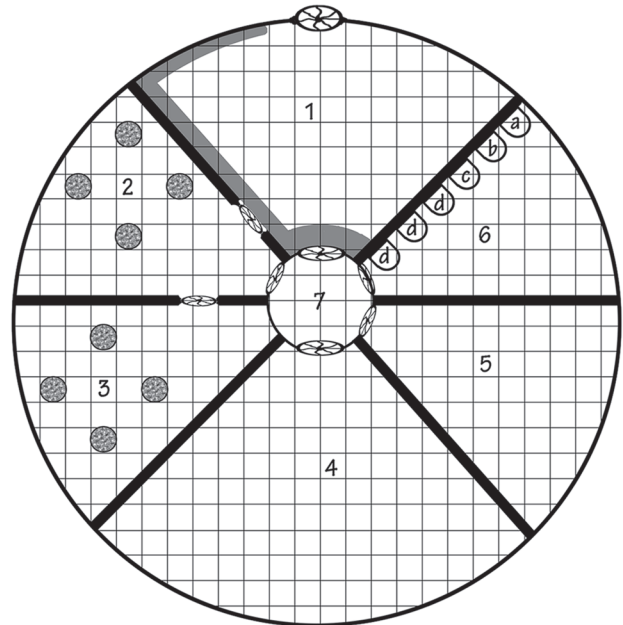
### SERVITOR CENTER



2-meter Sphincter Hatch  
2-meter Access Portal

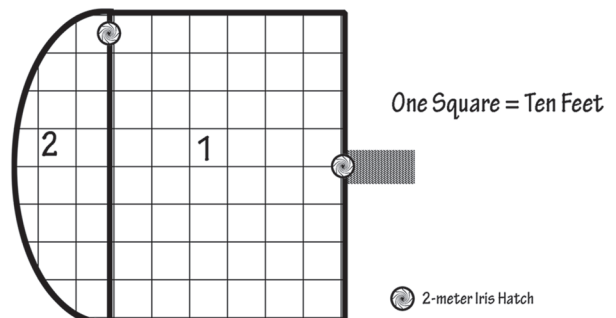
One Square = Ten Feet

### FUNGI PROPAGATION VATS



6-meter Sphincter Hatch  
4-meter Sphincter Hatch  
One Square = Ten Feet

### METHANE POWER STATION



One Square = Ten Feet

2-meter Iris Hatch

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